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INSIDE

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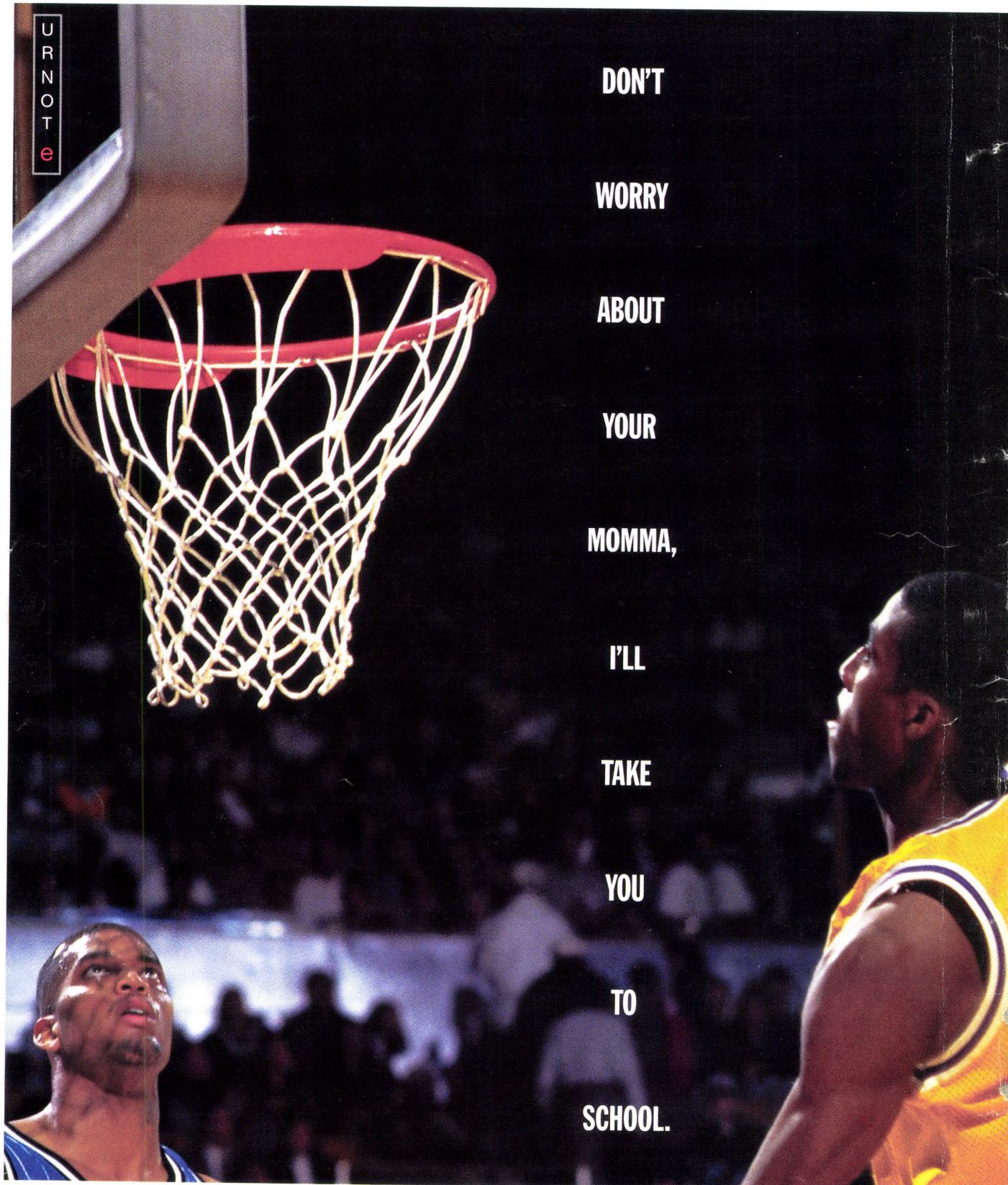
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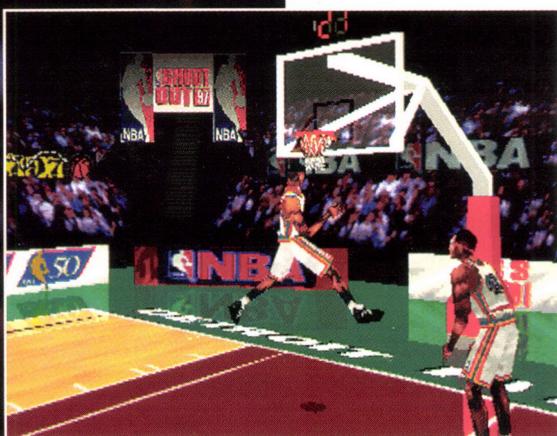
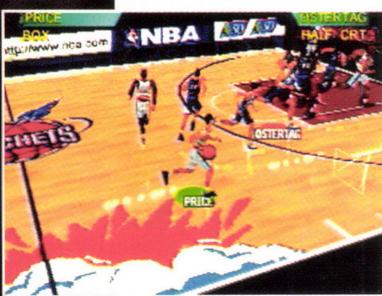
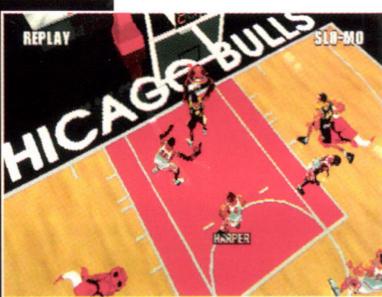
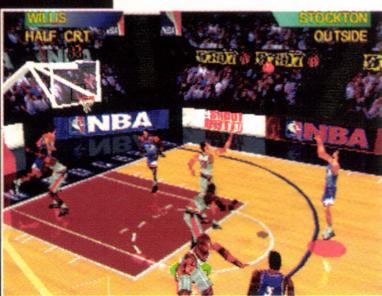
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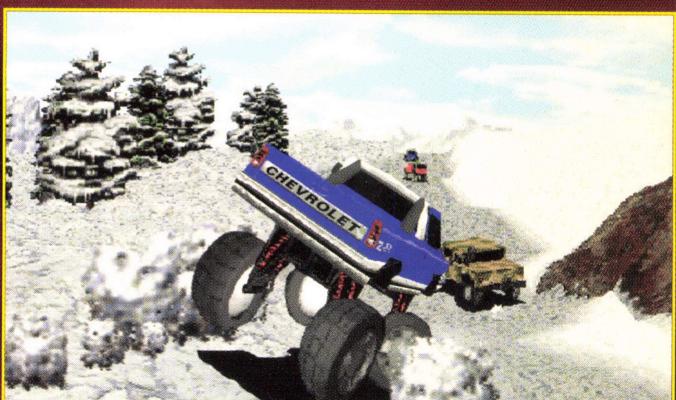
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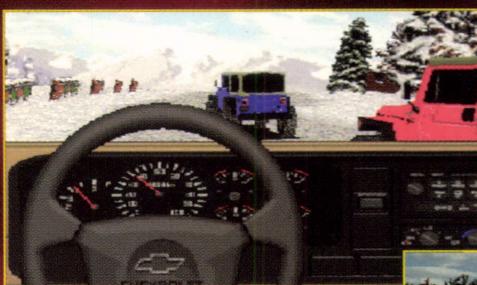


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# PSX

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Soul Blade pg. 70



Sony has come out fighting so far in 1997, and they have concentrated on getting the word out about the PlayStation. Everywhere you look on television, Sony is running PlayStation commercials. They have placed spots on such high-profile programs as *ESPN Sportscenter*, the NFL playoffs and regular season NBA games. All of this exposure is almost certain to draw new gamers into the fold. Over three and a half million systems have been sold in the U.S., raising the worldwide sales figure to 10 million systems. An impressive figure, considering the PlayStation is Sony's first foray into game console production.

System sales and Sony's deep-pocketed marketing strategy aren't the only things impressing me about Sony. It seems as though they are listening to consumers and to the gaming press; they recently canceled the release of SNK's lackluster *Real Bout Fatal Fury*. Clearly, Sony is making some tough choices on the fate of first- and third-party titles.

Game developers have over 300 titles scheduled for release this year for the PlayStation; however, Sony only intends to allow half that number to make it to market.

It seems as though Sony is determined to enforce tough quality-control standards, no matter which publisher is involved. They want high-quality products on the shelves. If they stand firm by this policy, everyone stands to benefit.

Does that mean that every game released this year will be an A+ title? Of course not.

I am not so naive as to think that, and neither are you. All I am saying is that I, as a Sony watchdog, feel they have a great product and are marketing it very well. They are making adjustments on-the-fly and calling plays at the line of scrimmage, to use a football metaphor.

Sony has yet to implement any major strategies to combat the forces of the Nintendo empire, but the truth is they really haven't needed any.

The most assuring signal Sony could have sent to PlayStation gamers came via Reuters newswire reports from Sony of Japan stating that they are not planning on releasing the second rendition of the PlayStation until 1999.

This shows they don't want to gouge the consumer by rushing a second system onto the market. When is the last time Nintendo or Sega exercised such restraint? Nintendo is on the verge of releasing the "bulky drive" for a rumored \$159 to \$199, and that could alienate many loyal Nintendo gamers for good.

Instead Sony and its developers are working on games like *Final Fantasy VII*, *Tekken 3*, *Resident Evil 2*, *Tomb Raider 2*, *Crash Bandicoot 2* and *Apocalypse*, all coming out later this year.

So sit back, PS fans, and enjoy the ride.

**Todd Mowatt**  
Editor in Chief



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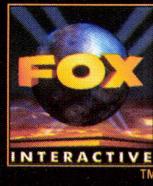
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## Going Postal

14

P.S.X. PROVIDES ANSWERS TO QUESTIONS BURNING IN THE MINDS OF PLAYSTATION ENTHUSIASTS EVERYWHERE.



## VR BASEBALL '97



ALL-ST

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OUR NEWS EDITOR'S BEEN CHASING DOWN SOME PRETTY BIG STORIES. CHECK OUT FOR YOURSELF WHAT HE'S DUG UP.



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MEGA MAN 8 LEADS THE WAY AS THE MOST RESPECTED CRITICS IN THE BUSINESS REVIEW 10 NEW PLAYSTATION RELEASES.



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GREG MADDUX IS THROWING NOTHING BUT HEAT ON THE PS AS WE TAKE TO THE BASEBALL DIAMOND.



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PLAYSTATION OWNERS WILL BE GOING "WILD" FOR THESE HOT GAMES, CURRENTLY AVAILABLE FOR PURCHASE.



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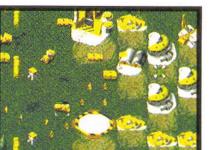
P.S.X. UNEARTHS THE LOST WORLD PLUS A NUMBER OF HIGHLY ANTICIPATED TITLES COMING IN '97.



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ATTEN-SHUN! WAR SIM FANS, FALL IN LINE FOR OUR COMMAND & CONQUER STRATEGY GUIDE.



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USE THESE PLAYSTATION TRICKS TO AMAZE AND ASTOUND YOUR FRIENDS... OR USE THEM TO JUST PLAIN CHEAT!



THE STRING OF NAMCO'S BETTER-THAN-THE-ARCADE PLAYSTATION CONVERSIONS CONTINUES WITH THE RELEASE OF SOUL BLADE. NAMCO ADDED SOME TRULY UNIQUE EXTRAS TO THIS TITLE, MAKING IT THE HOTTEST WEAPON-



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## TRIPLE PLAY 98



## SONY'S NET YAROZE



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EVER DREAM OF PROGRAMMING YOUR OWN PLAYSTATION GAMES? NOW YOU CAN USING A PC AND THIS DEVICE!

## STREET FIGHTER III



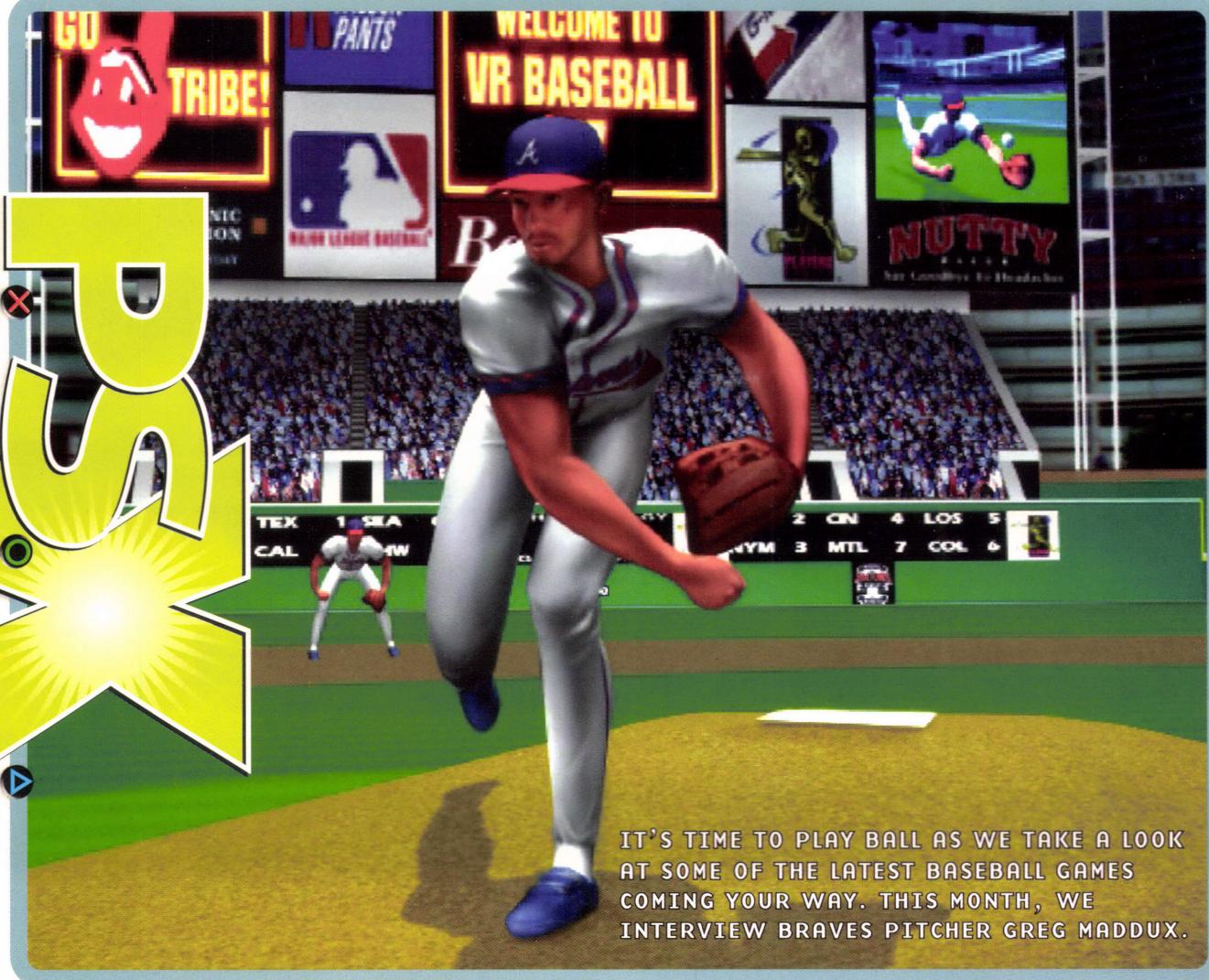
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FINALLY! STREET FIGHTER III HAS HIT THE ARCADES. CAN A PLAYSTATION VERSION BE FAR BEHIND?

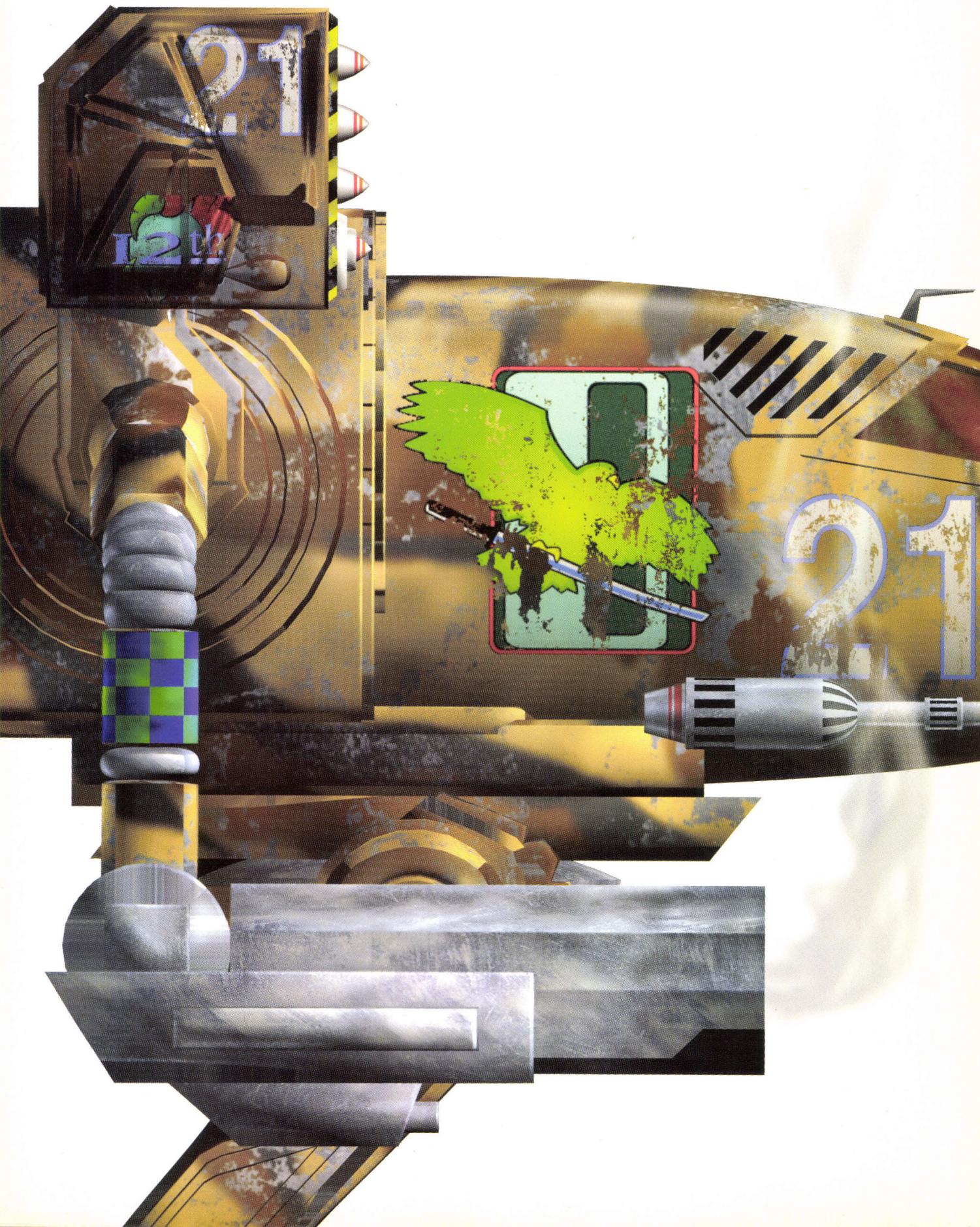
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IT'S TIME TO PLAY BALL AS WE TAKE A LOOK AT SOME OF THE LATEST BASEBALL GAMES COMING YOUR WAY. THIS MONTH, WE INTERVIEW BRAVES PITCHER GREG MADDUX.



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# GOING POSTAL



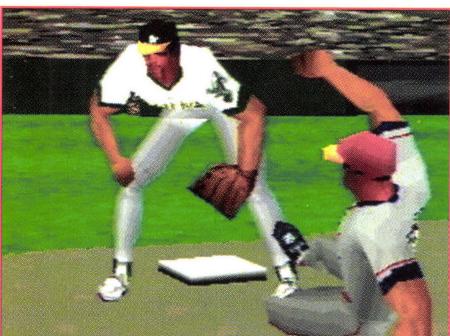
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Interplay's baseball game looks awesome!



## Play Ball!!!

I am a huge baseball fan, and I love this time of year. The only time I play video games is when I play one of the many baseball games I own. I haven't been too crazy in recent years as there hasn't been a 32-Bit baseball game that I have really liked. Hopefully that will change this year. Can you shed any light on what this year's games will be like? I would have written to the other magazines, but your reviews and scores are similar to the way I would score the games, and you guys do a good job of being reputable. Keep up the great work.

Adam Kasper  
Guelph, Ont.

*There are plenty of baseball games coming onto the market this year, and we preview a sampling of them in this issue's P.S.X. Sports section. Of course there are plenty more to come, like HardBall 6 from Accolade, and Crystal Dynamics supposedly has another version of 3D Baseball in the works. Also, Mindscape has Legends Baseball: Aaron vs. Ruth in the works. Virgin Interactive has Grand Slam Baseball ready to enter the field this baseball season, and of course Sony will be bringing out their next version of MLB Pennant Race. EA Sports will be stepping up to the plate with Triple Play '98. All of these games look impressive, but we haven't played finished copies of them. My odds-on favorite so far is VR Baseball from Interplay. The game looks great and plays incredibly well. Another game that PS fans should keep an eye*

*open for is Acclaim's All-Star Baseball '97. I got a glimpse of this game behind closed doors, and it is head and shoulders above last year's game and will be a contender for this year's gaming pennant. Don't miss our baseball comparison feature when all of these games are ready to be reviewed. As for the second part of your question, this year's crop*

*games should push the PlayStation to its limits and give gamers true 32-Bit baseball excitement. Last year, developers were in spring training. This year's crop of games elevate the level of play to where it belongs.*

## Superheroes

I am a huge Batman fan and I was wondering what companies, if any, are making games that feature Batman or games featuring any other superheroes this year.

Jake Turnbull  
Austin, TX

*That's a pretty timely question considering that we just stumbled across some information that Acclaim is doing a Batman game in the latter part of this year. Capcom has plans to do a version of Marvel Superheroes for the PlayStation as well. Sony Interactive Entertainment currently is working on a Spawn game for the PlayStation, and they tell us it will be ready this summer.*



## ENOS Lives?

I have been a Sony PlayStation owner since Sept. 9, 1995 and ever since then something has been troubling me. Every Sony ad that I see on television and even some in print have the phrase, "ENOS lives." What does this mean? Can you tell me? This is driving me crazy.

Joshua Tellander  
Chicago, IL

*We had an idea, but just for the heck of it, we called Sony and asked them. They didn't want to elaborate too much. But we did get the person on the phone to pause when we suggested the phrase means Sony Lives, which is ENOS pronounced phonetically backward. The Sony rep told us they once had a contest in which one person suggested the phrase meant "Ready the Ninth of September," since the red "E" could be pronounced "ready."*

## Crash Bandicoot 2?

I really enjoyed Crash Bandicoot for the Sony PlayStation and I thought the game was revolutionary. I was wondering if you guys know if Naughty Dog is making Crash Bandicoot 2. Your coverage of the first game was incredible and I can't wait to see what you guys cook up for the second version. What other sequels can you give me some information about?

Jack Anderson

via e-mail

*Naughty Dog is hard at work on the game as we speak, and according to Sony the game should be ready the same time as the first one was last year, around early September. They wouldn't go into detail, but our scouts have reported that this year's version will be more 3-D than the original. We also have it on good authority that you may be able to play the game using one of a number of characters. Naughty Dog is said to be introducing a host of new characters and a number of new Bosses. As for the other games that will have notable sequels this year, Tekken 3 is the big one followed by Tomb Raider 2. We managed to scrounge up some preliminary pictures of Tomb Raider 2, which can be seen in next month's issue along with some new information on what you can expect in the game. You will also get a glimpse of Street Fighter III and Breath of Fire 3 from Capcom.*

## Lock the door

I own a number of PlayStation titles, some with the old, larger and bulkier packaging and I liked it that way. What on Earth made Sony change to the smaller, easier damaged plastic jewel cases? Now when my sister comes into my room to borrow my CDs, she puts my PlayStation games on her CD player, and they get scratched. That really makes me mad. With the older packaging my sister would know which ones were PlayStation games and which ones were my music CDs. Is there anything you can suggest?

David Johnson  
Duluth, MN

*I have two sisters of my own. If I caught them touching my stuff...well, let's just say you can't do that in this day and age (rip the heads off their barbie dolls). Sibling rivalry could be handled differently when I was growing up in the late '70s/early '80s, in case you think I'm really old. Anyhow, have you thought about getting a lock on your door? If that isn't an option, why don't you separate your music CDs from your games and see what happens. Sony made the switch to the jewel cases to allow retailers to put more games out on their shelves at any one time. It also allows retailers to have a smaller and more manageable product. Most major retailers*

*were accustomed to handling regular music CDs, not to open up any old wounds on you. But that's just the truth. As for another idea, talk to your sister and let her know that payback is a...I'm no family counselor, I'm just an editor of a great games magazine.*



Tekken 3 will be out for the PS later in '97.

## Most Frequently asked Question

**Q. When is Tekken 3 coming out for the PlayStation?**

**A. For the answer to this question, we went directly to Namco. They told us that**

**Tekken 3 is definitely coming to the Sony PlayStation, and you can expect the game to be released in the fourth quarter of 1997. Our sources tell us sometime this September.**

## PS Rules

I'm trying to decide which system I should buy. But I would like to know how many PlayStations Sony has sold in the U.S. market since its inception. I've heard all kinds of numbers, but I am curious on what the latest figure really is. I've been looking on the Net and I'm seeing all kinds of numbers being thrown around. People are bantering about 9 million units sold and crazy stuff like that. What is the number?!

Jake Simulski  
Denver, CO

*It depends on who you believe. The most realistic number we have been able to verify is three and a half million PlayStation units sold in the U.S. That is 2 million more than any of Sony's 32-Bit competitors.*



all the **hottest** stories, gossip  
and **latest news**  
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## Sony scores major RPG coup in Japan

Enix plans to bring Dragon Quest VII, and possibly 2 million fans, to the PS

First, Square. Now, Enix.

Once again, Sony Computer Entertainment has pulled the rug out from under Nintendo, as a hotly anticipated RPG jumps ship to the PlayStation.

The game in this case is Dragon Quest VII, the next in a popular series that began on Nintendo's earlier consoles.

What's top secret? Find out in this new hot gossip column, which will self-destruct in five seconds.

The hot buzz is that Final Fantasy VII may be revised when it comes to the U.S., due to some "mature themes." It's likely no plot points will be eliminated, but look for some sex references to be edited. •



The DQ series had been exclusive to Nintendo, ending with DQ VI (left) for the Super NES.

**sony.plays@  
Super.Bowl.31**

Sony tore it up at Super Bowl XXXI with NFL GameDay '97. Green Bay Packer Edgar Bennett defeated New England Patriot Terry Glenn in pregame video game festivities.



Bennett crushed Glenn 22-6. Ow!



The Ultimate Guide  
16  
to PlayStation Games

## PlayStation

According to Enix, the game will be completed in 1999; no game story line or graphics have been made.

Enix's reasons for making DQ VII an exclusive PS title certainly will add fuel to the current CDs vs. cartridges debate. Like Square and its Final Fantasy VII

game, Enix preferred the PS' CD format because it posed no memory limits as cartridges do. Plus, since CDs (or maybe DVDs by 1999) are cheaper to make, they would give Enix a far greater profit margin—which will likely be multiplied by the 2 million or so loyal Dragon Quest fans in Japan.

This latest RPG news is certainly the latest feather in SCE's cap, as it continues to lead the hardware market in Japan, the U.S. and Europe.

Now, onto the 64-Bit PS. The news: A top Sony official said the current PS won't be replaced until 1999. The rumor: Sony has already decided to make the PS64 a DVD console. However, Sony wants to wait until the DVD standard gains widespread use. Plus, Sony wants DVD manufacturing costs to fall low enough for a mass-market unit. •

## FF VII U.S. date

If the U.S. launch of Final Fantasy VII—officially set for Sept. 7—is anything like its debut in Japan, Sony Computer Entertainment will be counting its blessings...and earnings.

In Japan, FF VII sold more than 2 million units in just three days, prompting long lines of gamers who waited hours to pick up a copy. Based on that success, SCE already has plans to presell FF VII in the U.S. this August.

news

Third time's a charm.  
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<http://www.playmatestoys.com>

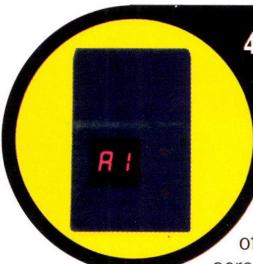
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## peripherals in progress



### 480-Block Memory Card forte Co. \$N/A

**The Bottom Line:** Geez, how much memory card space does a gamer need? Well, this new card currently available in Japan is the equivalent of 32 standard 15-slot cards. An LED screen shows what section of the card is currently in use. There's no word yet on which company might bring this out in the U.S.



### PSR-2 Wireless Pad Naki \$42.99

**The Bottom Line:** Naki has brought out a new version of its infrared wireless controller, which has duly impressed at least one P.S.X. staffer. "The response is basically perfect from 10-15 feet away," the staff member said. It's a tad bigger than the standard PS pad; the D-pad and top buttons are a little stiff. Otherwise, a solid performer. Rating: 8.5.

Capcom's Resident Evil 2 release has been pushed back to September; developers had requested more time, and so they got it... • Speaking of more time, Pitfall 3D has been pushed back to September or October. It'll be one of the first games to take advantage of Sony's analog pad: Rather than 2-D vine swinging, players will use the analog stick to swing in any direction. • Michael Jordan. PS hoops game. Late '97. Sounds slamming! •

## Sony + Namco = Graphics

Firm will  
create  
CG film  
rumored  
to be  
based  
on the  
Tekken  
games

A new company formed by Namco and Sony will use its collective expertise in computer graphics to make a Toy Story-like film—rumored to be based on the popular Tekken fighting games.

Along with Polygon Pictures, the third partner in the upstart firm, the newly formed company

will make a \$32-million U.S. film using only computer graphics, according to overseas sources.

Namco has already begun work on the film in the U.S.

Surely, both companies will be able to apply whatever graphics it generates from the company for home video game use.



Is Lei Wulong the next Jackie Chan? We'll see when Namco's flick hits.

Sony + Namco CG movie



### Dual Analog Controller Sony Comp. Ent. \$N/A



#### The Bottom Line:

The first production models for this new pad have just come out; P.S.X. is one of the first to actually try it out in person. Although the controller looks and feels much like the standard PS pad, it does have some differences aside from the obvious addition of analog sticks.

First, the L2 and R2 buttons have been made bigger, and now curve slightly underneath the pad for easier access.

As for the analog thumb sticks themselves, they proved very responsive and easy to move. Since they're shorter than Nintendo's analog stick, they have a nice thumb pad feel to them (meaning your thumb doesn't have to shift wildly to move it).

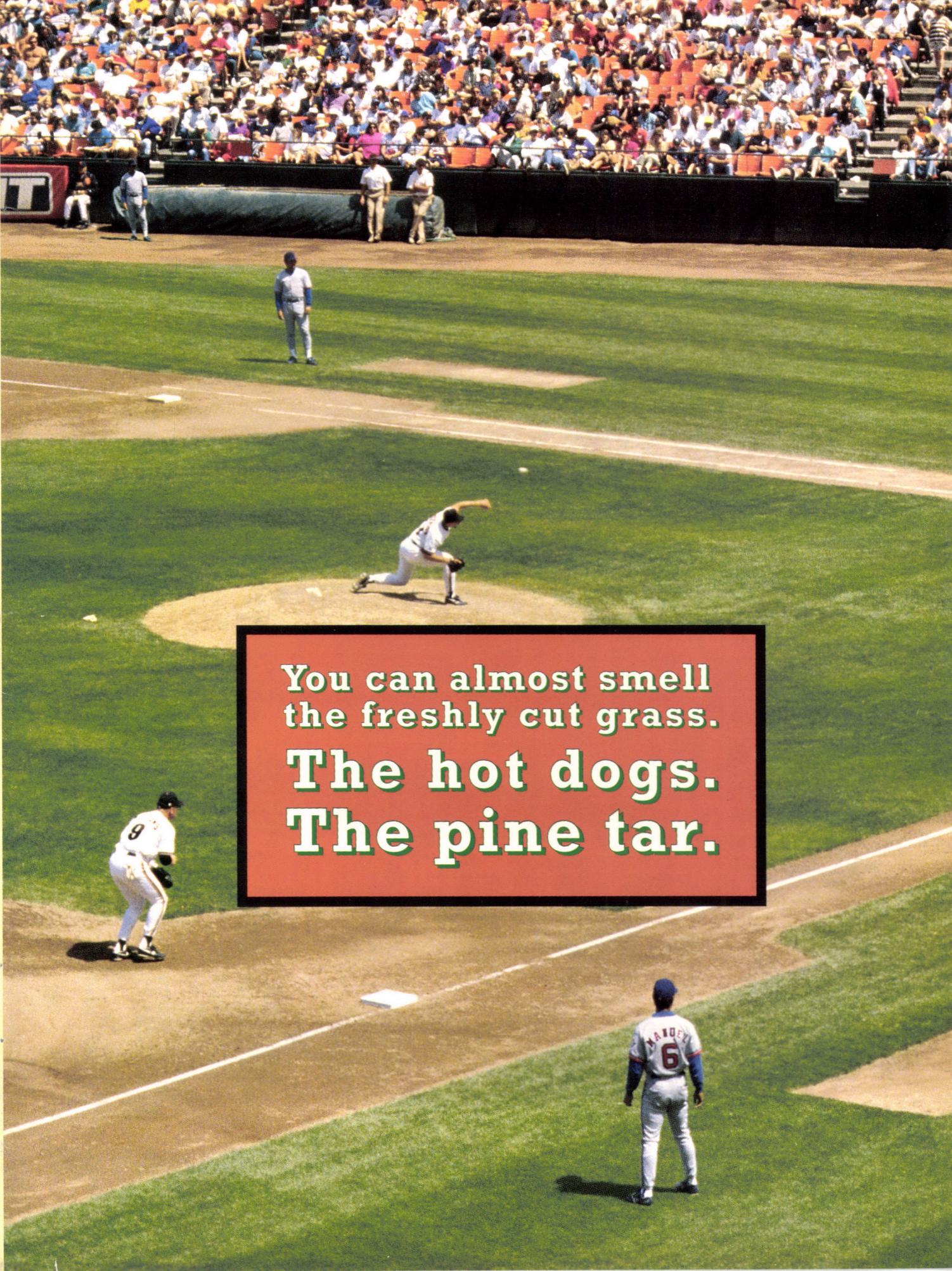
Look for more developers to release analog pad-compatible games in the coming months.

On a final note, a U.K. mag reported that Sony had replaced some parts on new PS models to prevent skipping problems. SCE called the report pure hogwash; the parts in question looked different because they came from another company. So, we ask new PS owners: Any skipping problems? Write and let P.S.X. know. The truth is out there...

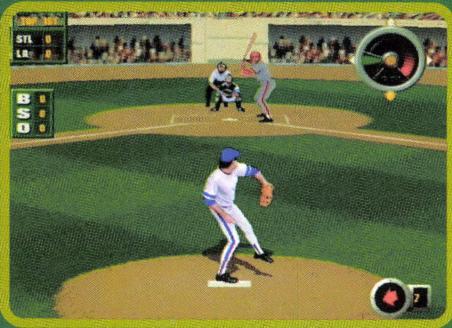
#### Did You Know?

Crash Bandicoot is Sony's first first-party game to sell more than 1 million copies!

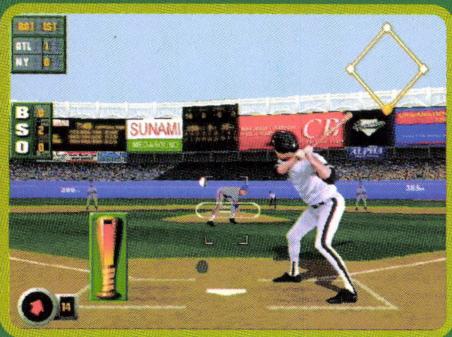




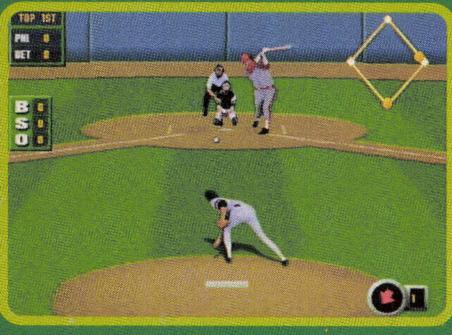
You can almost smell  
the freshly cut grass.  
**The hot dogs.  
The pine tar.**



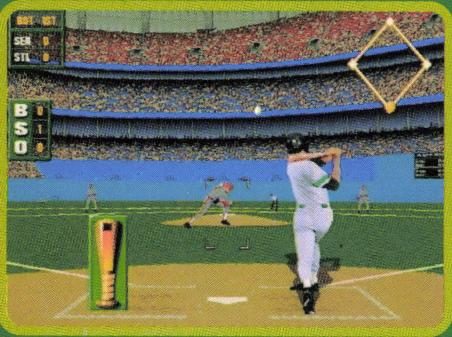
Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



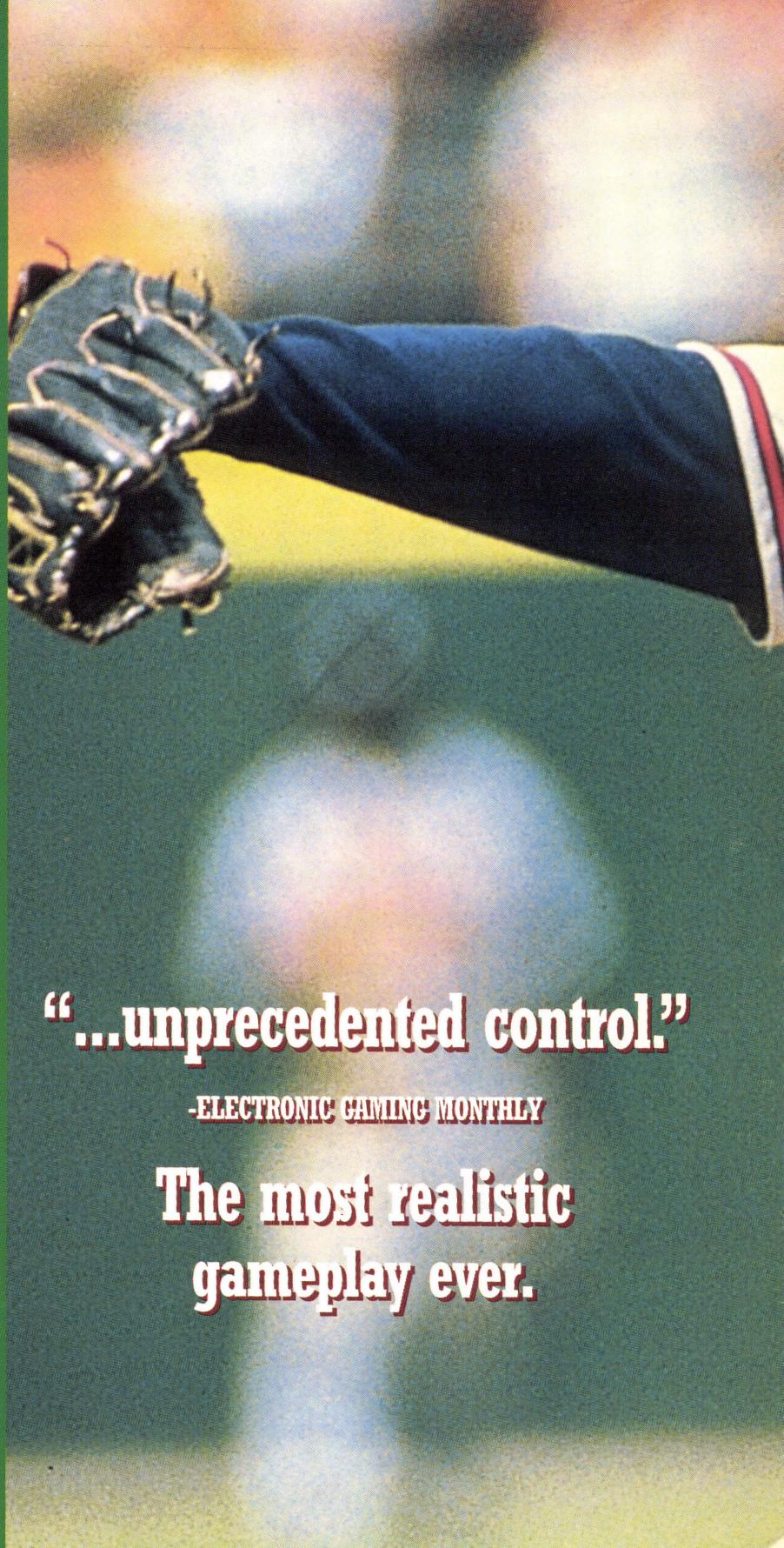
Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing...everything it takes to find the sweet spot and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in 28 authentic stadiums. **Accelerated animation** provides the smoothest, fastest graphics for the most realistic baseball action.



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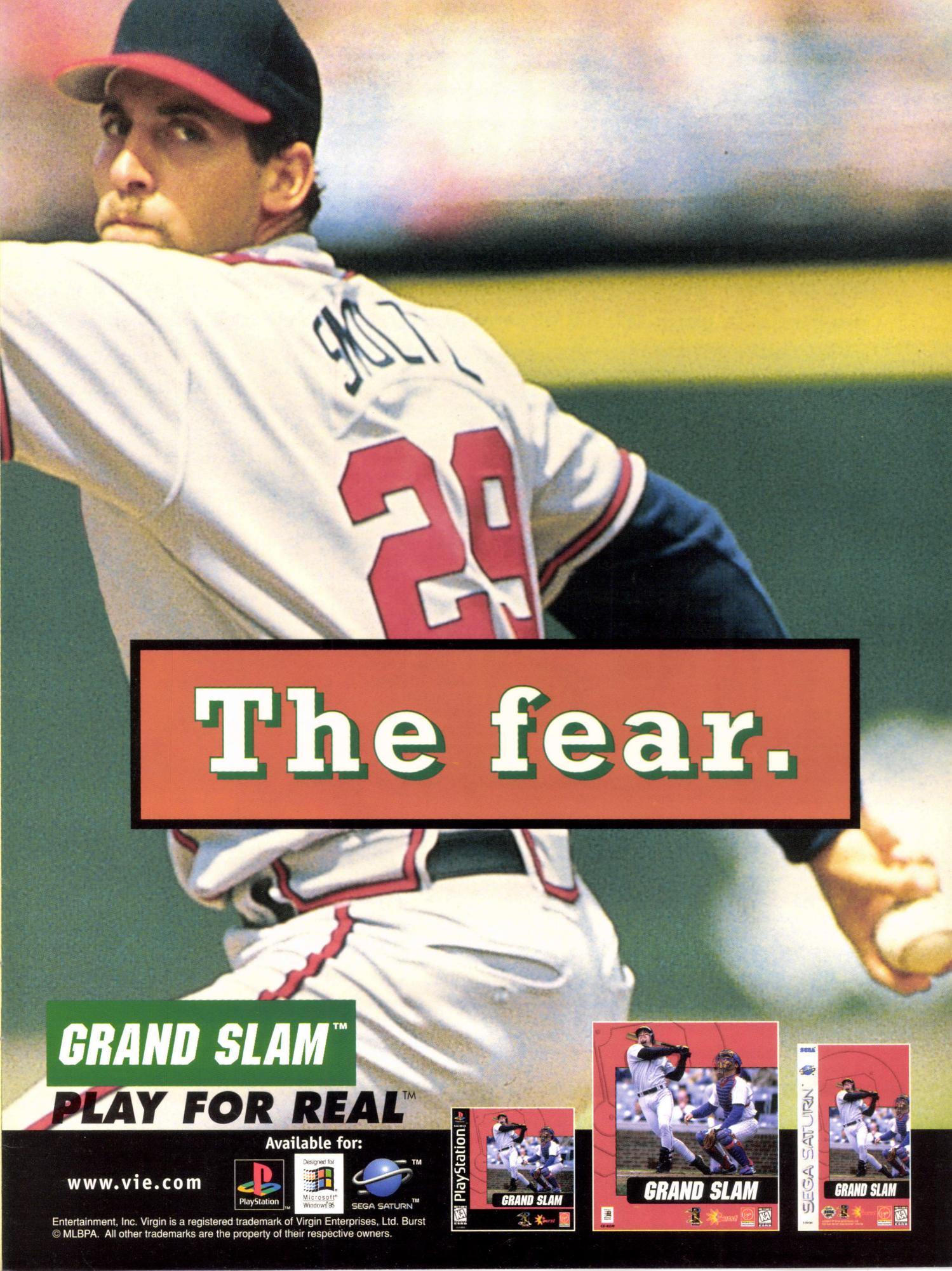
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-ELECTRONIC GAMING MONTHLY

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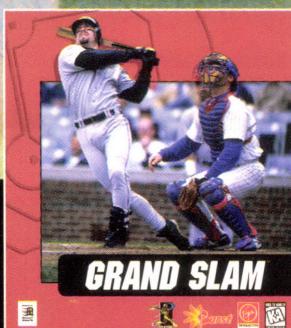
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# BLACK IS

With Net Yaroze, Sony sets the stage for its "ultimate underground" operation: give regular own PlayStation games. Is it the next revolution in video gaming? P.S.X. goes deep into this

by Nelson Taruc

**H**ere's the scenario: Your father has just handed you the key to the ever-so valuable family car. He pats you on the back and says, "Do whatever you want with the car. Go drag racing? Fine. Join a demolition derby? Great. Crash and burn it? Sure. The sky's the limit; just have fun."

At this point, you're calling the local mental institution for some backup—because who's crazy enough to make that kind of an insane offer?

Apparently, Sony. To be specific, the folks in Sony Computer Entertainment's research and development office. In March, it quietly launched the Net Yaroze program in the U.S. and Canada, giving ordinary folks the ability to make their own PlayStation games.

In essence, SCE is handing Net Yaroze members the "key" to its ever-so-valuable product. That key is a special black PS system and all the tools needed to code games (on a PC or Macintosh). SCE basically then says, "Do whatever you want with it. Create an RPG game? Fine. Rewrite an old PC classic? Great. Crash and burn the system? Sure. The sky's the limit; just have fun."

"This is the ultimate reward for PS gamers," said Bill Rehbock, vice president of research and development for SCE in North America.

P.S.X. traveled to Foster City, Calif. (SCE's U.S. home) for definitive answers to many key questions about what Net Yaroze offers—and more importantly, whether you ought to sign up.

## PAST

In the early '80s, Atari started a programming exchange program for its 400- and 800-model computers. Users would write their own games, demos—whatever—and submit them to Atari. In turn, Atari would take those programs and make them available through mail-order (remember, no Internet yet) or at retail stores.

"It was a phenomenally successful program for them," said

Rehbock, who worked with Atari and the Jaguar system before landing his current gig. "Nobody has bothered doing it since."

Not until now, that is.

the Net Yaroze box



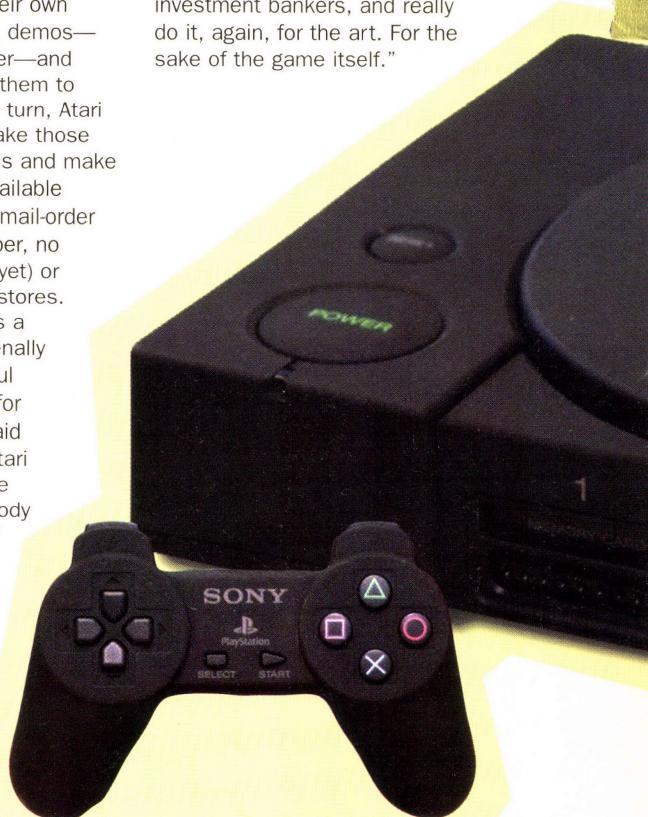
Made in USA

## PRESENT

Ironically, the PS wasn't originally designed for use by "hobbyist" game programmers. But since the development tools were so easy to work with, the SCE techies couldn't resist modifying the commercial development system for hobbyists. After all, it conjures up video game days of old, when programmers gathered in garages and coded whatever original concepts their minds could come up with.

"What's really missing in the video

game industry," sighs Rehbock, is "doing stuff solely because it's a cool idea. We wanted a way that people could do productive things on [the] PlayStation without having to worry about focus groups, without having to worry about investment bankers, and really do it, again, for the art. For the sake of the game itself."



The black PS can play Japanese, U.S. and European games.

## the PC-to-PS serial cable



# BETTER

gamers the power to create their breakthrough program to find out.

SCE's John Phua is a key player in the U.S. Net Yaroze program



2

FUTURE

By the time you read this, SCE will have shipped its first batch of Net Yaroze systems in both Europe and the U.S. Price tag? A complete PC-compatible package runs \$750. For those who want to compile, code with a Mac or want a full IDE (integrated development environment), SCE has a limited-time offer with MetroWerks to supply a version of CodeWarrior for only \$150 more.

Those who want to sign up as Net

Yaroze members can contact SCE through e-mail ([yarozeinfo\\_scea@interactive.sony.com](mailto:yarozeinfo_scea@interactive.sony.com)). The cost of a black PS may seem steep—especially for casual gamers who gripe about paying \$200 for a gray PS. But remember, for less than \$1,000, you're getting access to a system with almost as much moxie as commercial PS development kits that cost tens of thousands of dollars.



## Games make the Net Yaroze world go 'round

Here's the scenario: You beat a PlayStation game in under two hours. The graphics blew chunks, the short ending looked pathetic and the gameplay, if any more lame, would need crutches.

So you spend the next few hours bitchin' about how all video games are rip-offs, and how you, given a chance, could come up with games 100 times better.

Well, quit your whining. First off, the Net Yaroze games available on the Web site can be freely downloaded and used on any black PS. Second, once downloaded, the games won't cost you a cent to play. And finally, as Sony Computer

Entertainment's John Phua noted—“Some of these are more fun than some of the commercial games out there.”

After six months in Japan, Net Yaroze has spawned more than 50 demos, early alphas and beta titles. Since Net Yaroze members are not bound by any of SCE's game design rules, the games have a no-holds-barred mentality to them. To that end, the “rawness” of many titles actually adds to their appeal. The flip side to this “no rules” philosophy, however, is that members can push the envelope into normally untouched genres (we'll let your sick mind dwell on that point).

None of the Net Yaroze games have gone commercial yet—but remember, the program is in its infancy. Still, some of the games already have the polish and quality art to rival *finished* commercial PS titles.

Perhaps the best aspect of the games available via Net Yaroze is that they're like Jurassic Park raptors—they evolve over time. Fellow members can not only offer their criticism and suggestions, but also their expertise—an artist can offer improved textures, or an audio guru can provide clearer sound samples.

# Get a job with Yaroze? Why not?



SCE's Bill Rehbock

With the Net Yaroze, programmers from any field and level of expertise now have a way of showcasing their skills. In some cases, it can pay off.

Although the program is less than a year old, SCE's Bill Rehbock has already documented one instance where a Japanese Net Yaroze member found a job with a video game company. "The guy had been just a maniac active member of Net Yaroze," he recalled. He had his Web page up, he had two pretty cool games....and then suddenly, he fell off the face of the Earth. A couple

weeks later, he changed his Web page...to say, 'Oh, I got a job with a Japanese video game company now, so I'm a little too busy to do this!' Rehbock wasn't sure whether the guy was an unemployed video game programmer or a college grad. In any case, his Net Yaroze games certainly didn't hurt his prospects—bottom line was, he got a job.

In a sense, Net Yaroze could wind up similar to how record companies search for new unsigned talent. It could breed "a whole new group of potential programmers with fresh ideas," SCE's Molly Smith said.

## www.SCEA.sony.com/net

Here's the scenario: You've wrecked your car, lost your job, found a mysterious growth on your neck and the Internet no longer exists—oh, we're just kidding! The Internet is alive and well. (Insert brief pause to think over the previous joke.)

That's a good thing, because the Internet plays an integral role in creating a "sharing" community vital for Net Yaroze's success.

"Because the Internet is in widespread use by, oh, just about everyone, Net Yaroze members can go to either ours or the Japanese or the U.K. Web site and download the cool stuff," Sony Computer Entertainment's Bill Rehbock said. In the past months, SCE has refined its Net Yaroze Web sites to keep those intercontinental links strong. After all, a tenet of Net Yaroze is that

programmers can freely swap code and graphics with each other.

In addition to the special Internet access, SCE will provide members with their own mini Web sites. Gamers can post how they made a game, programming tips or their résumé for potential employers.

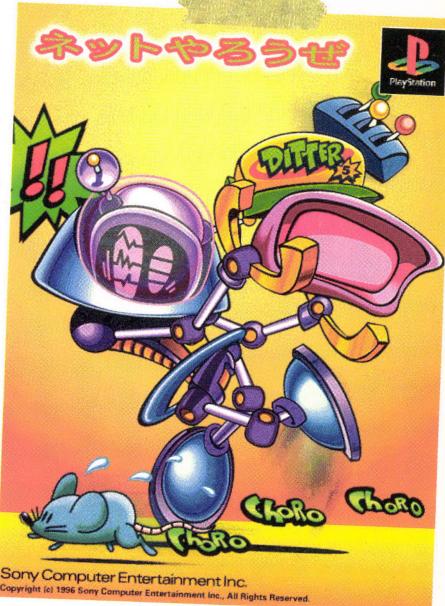
"It's sort of expected that we will have members of Net Yaroze that just happen to work in the human resources of Electronic Arts and Virgin and stuff like that, that will be going up there and looking for talent," Rehbock said. "We think that it's going to be a wonderful, wonderful way to incubate new video game talent for the PlayStation as well as, frankly, the industry in general."

Another plus to the online community being forged by Net Yaroze is that experienced programmers are offering their expertise to newbies—not exactly like Yoda and Luke Skywalker, but close enough.

"People have created sites that say, 'Here are some additional steps you can learn, look at these books and references, and they will get you going,'" said SCE's John Phua, developer support product manager, research and development. "A lot of people are getting motivated trying to help other people. It's really cool."

Finally, in keeping with the global spirit of the Internet, Net Yaroze may

help strengthen ties between Japanese, U.S. and European PS enthusiasts.



the Japanese Net Yaroze home

the U.S. Net Yaroze site

"Another thing that we're hoping happens is that bilingual people in the U.S. will take a look at some of the Japanese games," said Rehbock, "get together with the people in Japan and do the translations."

To learn more about Net Yaroze, visit SCE's U.S. Web site in the (<http://www.SCEA.sony.com/net>) for the latest news and updates.



# Frequently Asked Questions

Here's the scenario: You're Charlie Brown, and you've got deep, psychological-type questions regarding Net Yaroze.

Just think of P.S.X. as your Lucy Van Pelt: The doctor is in. But unlike that crabby brat, P.S.X. won't charge you a nickel for every answer:

## 1. What do I get with the \$750 Net Yaroze package? You get:

- a PlayStation system with a black matte finish
- a power plug
- composite A/V cable
- two black PS controllers
- a PC CD-ROM with all the programming software
  - three user manuals
  - a serial communications cable to connect the PS to a PC
  - a black PS boot CD
  - a black keycard that looks like a memory card

You must get the package directly from Sony Computer Entertainment (shipping and handling charges are extra); it won't be sold in retail stores.

## 2. Can I hook up my gray PS to the PC?

Sure, but you wouldn't be able to do anything with it. All Net Yaroze games must be downloaded on a black PS, using the keycard and boot CD.

**3. So I can't play Net Yaroze games on good ol' gray systems?** Not until SCE puts out a compilation CD. The black PS has a better copy prevention system than in the standard PS to prevent any illegal shenanigans by shiftless software pirates. Plus, you won't be able to put any games on CD unless you go through SCE's stringent licensing process.

gans by shiftless software pirates. Plus, you won't be able to put any games on CD unless you go through SCE's stringent licensing process.

**4. Can I play normal PS games on the black PS?** Sure. Because of the global nature of the program, the system can play NTSC and PAL black CDs from Japan, the U.S. and Europe (the PAL games require a compatible monitor), as well as all the downloadable Net Yaroze games.



**5. Can you run European files on an NTSC TV, or do you need a PAL monitor again?** You'll still need the PAL monitor.

**6. How good should my PC computer be?** The baseline for a "wonderfully reasonable" system is a standard 66MHz 486 DX2 PC (or Power Mac), according to SCE. Also needed is a modem for Web access, a CD-ROM drive, 10 MB of hard disk space, 4 MB of RAM, a mouse and an SVGA monitor.

## 7. What else would help me out?

Assuming you're competent with the C language, it would be nice to have a 2-D graphics editing/creation tool such as Adobe Photoshop for textures and sprite drawing. A 3-D model/render program, for those keen on 3-D games, would be a plus, along with a sound editing program such as a MIDI sequencer. For the Internet stuff, you'll need a browser as good or better than Netscape Navigator 2.0.

**8. SCE's selling for less than \$1,000 essentially a system that costs a lot more commercially.**

**What's the catch?** Well, the black PS can't use some features available to commercial developers; mainly the use of full-motion video and the ability to put games on CD. Plus, the black PS lacks some high-level software tools, and the aid of SCE's commercial developer support. Under those constraints, games must work under the standard PS' 3.5 MB cap: 2 MB for main RAM, 1 MB for video RAM and .5 MB for sound RAM.

**9. Can SCE steal my game?** Legally, you own all rights to any original code you produce with Net Yaroze. Just don't screw yourself by using some other company's copyrighted material. Don't put Gex in your game.

**10. So what's the meaning behind Yaroze?** Yaroze (yah-row-zei) stems from a Japanese verb that translates into English as "let's do it together." Don't try to use it as a pick-up line.

## What else do I need?

Here's the scenario: Giddy with excitement, you call your friends about your new PlayStation game, a Tekken 2 clone that plays as smooth as butter.

"This is awesome!" Your friends then ask, "Did you buy this game at Electronics Boutique?"

"No," you reply, "I wrote it myself."

Amid the oohs and aahs of your friends, you wake up from your fantasy—that's when you realize you haven't a clue about how to program a PS game.

Still, that hasn't stopped you from dreaming. Now with Net Yaroze, you can make your dream a reality. Question is, how much should you know about C programming before taking the plunge?

Well, you should be well-versed in C, because the Net Yaroze isn't designed to teach novices. P.S.X. recommends accomplishing these various tasks before committing:

**1. Read a couple books.** Sony Computer Entertainment's Web site features a suggested reading

list for members. If you're new to the programming game, go to the library and pick up some "C for beginner" books—just to get a feel for the language.

**2. Acquire fundamental C programming skills:** Once you understand those books, the next step is to practice with a compiler. If you decide to buy a Net Yaroze system at this point, you can use the compiler to write generic code.

**3. Go to a class and learn.** If you have the cash to sign up for a C course at a community college, do it. When you're doing your homework, see how the concepts you're learning can apply to PS coding. If school is not an option, see if you've got any relatives that do computer programming, and solicit their help.

**4. If worst comes to worst, go on a scavenger hunt.** If you have access to the Internet, search for whatever C-language tutorials you can find. Since Net Yaroze fosters a community spirit, seek out fellow members who'll answer questions or provide sample code for you to chew on.

# P.S.X. Rated

## Our Philosophy

At P.S.X., we take great pleasure in not pulling any punches in our reviews. We're of the mindset that honest reviews give good games the respect they deserve while helping to stop bad games from happening. Your letters tell us that you trust our opinions, and we're proud to be one of the few gaming magazines to have earned that trust. In the interest of diversity, we let three reviewers tackle each game independently, letting the main reviewer rate the game in four different categories. Remember, no animals were harmed in the writing of these reviews.

### Our Favorite Games

#### TODD

- NHL FaceOff '97
- Rage Racer
- Super Puzzle Fighter II

#### DINDO

- Command & Conquer
- Ten Pin Alley
- Soul Blade

#### DAVE

- Super Puzzle Fighter II
- Cool Boarders
- Ten Pin Alley

#### JOE

- Super Puzzle Fighter II
- Suikoden
- Cool Boarders

#### GARY

- Nanotek Warrior
- Rally Cross
- Cool Boarders

#### NELSON

- Super Puzzle Fighter II
- Nanotek Warrior
- Mega Man 8

WE HELP STOP BAD GAMES FROM HAPPENING

## Games Reviewed

**27 Rage Racer**

**28 Super Puzzle Fighter II**

**30 Mega Man 8**

**32 Nanotek Warrior**

**34 Ten Pin Alley**

**35 Cool Boarders**

**36 Suikoden**

**38 Spider**

**42 Crusader:  
No Remorse**

**43 ID4**



Super Puzzle Fighter II - 99

GAME OF THE MONTH



## P.S.X. Rating System

**01-30**

WOULDN'T USE THIS GAME TO LEVEL A TABLE.

**30-40**

DON'T WASTE YOUR TIME OR YOUR MONEY.

**40-50**

NOT QUITE OUT OF THE CELLAR. NEEDS SOME WORK.

**50-60**

NICE TRY. WE HAVE SOME LOVELY PARTING GIFTS FOR YOU.

**60-70**

AVERAGE. WORTH A LOOK, BUT RENT IT FIRST.

**70-80**

BETTER THAN AVERAGE. WE LIKE IT.

**80-90**

VERY GOOD. WELL WORTH YOUR TIME AND OURS!

**90-100**

AWESOME. EXCELLENT. TOP-NOTCH. GO BUY IT NOW.

# RAGE RACER



"You'll want to put plenty of miles on this one."



Though some may say that Rage Racer is a sequel in the Ridge Racer line, the game is actually so different from the previous titles that calling it a sequel may be stretching it a bit.

The racing is more challenging than ever, with more intelligent opponents and trickier courses. Gamers familiar with Ridge Racer's drift driving will need to relearn their driving skills in order to do well in Rage Racer; the cars handle a bit differently, and the hairpin turns are much less forgiving.

Rather than accessing new vehicles as you progress through the classes, Rage Racer now awards first-, second- and third-place finishes with various amounts of credit. These credits can be used to purchase upgrades to your present car or to buy new ones.

This gives a greater degree of control; if you're looking for a vehicle that excels in a single category, like speed, you can pick the car with high scores in that category. If you want an all-around winner, however, you can choose to upgrade the present vehicle in all categories.

It's easy to advance through the first few classes of Rage Racer, which makes it ideal for first-time racers, but the later classes offer enough challenge for hardcore racing fans; you'll want to put plenty of miles on this one before retiring it to the shelf.

With drastically improved graphics and an improved level of challenge, Rage Racer is a must-have for fans of racing games and a perfect introduction to the genre for the newcomer. Check it out.



## TRY THIS...

If you're looking to try another racing game that's similar to Rage Racer's gameplay mechanics, look for Tokyo Highway Battle from Jaleco—in stores now.

joe



Developer: Namco Ltd. Publisher: Namco  
# of Players: 1 Type of Game: Racing Memory Card: 1 slot

**98**

Graphics

**95**

Sound

**90**

Originality

**97**

Gameplay

Overall  
**95**

## Counterpoints

Clearly one of the best racing games I've ever played. This game is highly addictive and once you start playing it, you won't be getting much sleep anytime soon. You'll be hooked, playing it well into the wee hours of the morning. In other words, this game will turn you into an insomniac! Racing fans won't be disappointed with this easily controllable racing masterpiece. The graphics have been improved and the artificial intelligence of the game has been upgraded. No more first-place finishes at will, you have to earn points this time to be able to upgrade to a higher performance vehicle. There is even an option to give your car a custom paint job.

todd

I was never a huge fan of this series, but Rage Racer has changed all of that. The control in Rage Racer is more forgiving than previous installments in the series, particularly during the first few circuits; however, fans of highly technical racing won't be disappointed, either. Once you upgrade your car, such advanced techniques as drafting become necessary to hang with the best. Rage Racer's graphics are a big improvement, too. The blindingly bright and cheery buildings and palm trees have been dropped in favor of more gritty, realistic textures. RR also has great tunes, sound effects and is loaded with replay value. Highly recommended.



gary



# SUPER PUZZLE FIGHTER II

"This is the most addictive game I've ever played."



I love this game. No, I mean I *really* love this game. Puzzle Fighter has sucked up so much of my time here at the office that I had to buy a copy so that I could get it out of my system at home. This is the most addictive game I've ever played.

So what's the attraction? Well, as you can probably deduce from the name, it is a puzzle game, sharing a market niche with such successful titles as Baku Baku and Bust-a-Move. What sets Puzzle Fighter apart from these other games is the furious pace of the gameplay. No other puzzle game can put you on the edge of your seat, heart pounding and palms sweating, praying for that one piece that will trigger the crushing four-string combo.

Other magazines have criticized Puzzle Fighter for the fact that you can drop a screenload of blocks on your opponent in one devastating blow. What they failed to recognize is that as long as your enemy can stay alive for a few short moves, that screenload of junk blocks becomes a screenload of ammunition with which your opponent can return your attack, giving Puzzle Fighter the feel and pace of a good fighting game. Because of this, succeeding in this game means strategically setting up your blocks so that the enemy does not have a chance to counterattack.

Like any good puzzle game, playing against the computer pales in comparison to playing against a human, but sit down with this game and a willing opponent and you will find yourself as hooked as I am. Just clear your schedule first.



## IT'S ALIVE!

As we have found in our many hours of office play, the key to this game is learning to stay alive even when there's not much room at the top of the screen. If you can do this, you can often dig your way out and make a comeback.

j  
o  
e



Developer: Capcom Ltd. Publisher: Capcom  
# of Players: 1 or 2 Type of Game: Puzzle Memory Card: 1 slot

**98**

**96**

**98**

**99**

Overall

**99**

Graphics

Sound

Originality

Gameplay

## Counterpoints

In the entire history of P.S.X., I have yet to find another game that has logged as many playing hours by our staff as this puppy. In an eerie sense, it plays just like a fighting game: Not only must you set up large attacks (by making gems and building combos), but you must also know when to strike or defend—so you've always got to watch your foe. And since all the characters attack differently, you've got to approach each one with a different strategy. At the hardest level, the computer can hang with veterans, so it offers excellent replay value. Toss in a bunch of secret goodies and hidden foes, and you've got one madly addictive, mind-melting title. I have no qualms calling it the best PS puzzle game around. It's pure bliss.



**nelson**

Who wants some!? As the reigning Puzzle Fighter champ, it is my obligation to humor all challengers to a match. The addictive qualities of this game have left most of us helpless, destined to battle for the coveted Puzzle Fighter crown. Learning each character's drop pattern and where to place colored gems will become the basis of your attack. The action becomes fast-paced as you and your opponent begin to unload on each other. This is where the fun really begins. I believe Nelson and Joe have summed up the game sufficiently, leaving me in complete agreement with them. There is no question that this is one of the best puzzle games ever. Only one question remains: Can the boys at Capcom hang with the best of us?



**dave**

# OPEN

# ALL NIGHT



## NO QUARTERS NEEDED.

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# MEGA MAN 8

"The most innovative and enjoyable title in the series to date."



an the Blue Bomber really be 10 years old? The years certainly have been kind to Capcom's endearing platform hero. In fact, he seems to get better and better looking as time passes, largely due to the leaps in technology he has witnessed.

Kudos to Capcom for retaining the hand-drawn style of graphics for Mega Man 8. In my opinion, many game companies have become so enchanted with polygons and 3-D environments they have forgotten the thing that attracted most players to video games in the first place: fun. Thankfully, Capcom hasn't forgotten.

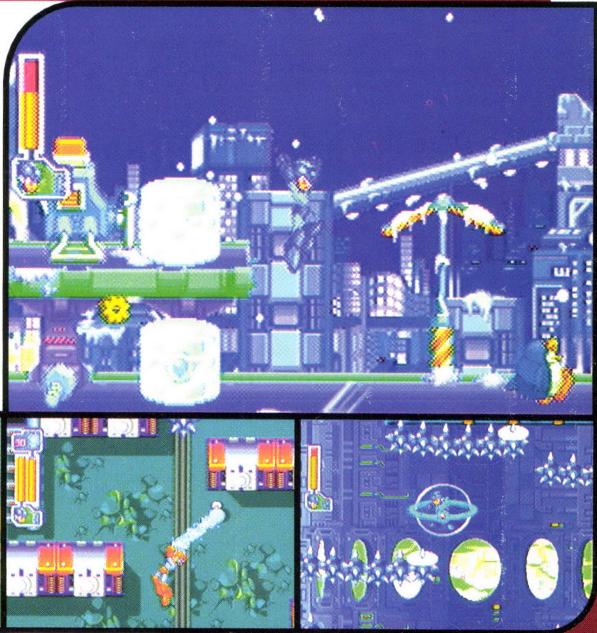
Mega Man 8 is the most innovative and enjoyable title in the series to date. The ability to modify weapons by collecting bolt icons is a welcome addition and adds greater strategy and replay value.

The shooter scenes seem a little

"tacked on," but they are so brief they barely detract from the main attraction: the platforming.

If you were hoping to see lots of parallax scrolling or special effects, such as transparencies, in Mega Man's first 32-Bit adventure, you'll be sorely disappointed. My guess is Capcom intentionally left them out to retain the retro look of the series. The only concessions made to modern graphical techniques are the brief rendered sequences that play after Mega Man gains a Boss' weapon. Grenade Man's level also has some polygonal elements in the background, but they are so insignificant they barely warrant mentioning.

Mega Man is a godsend for fans of platform or retro games, but watch out; this series is as tough as ever.



## BONUS TIP

If you're having trouble defeating a particular Boss, call upon Rush, who will fly across the screen dropping health and power-ups.

gary



Developer: Capcom Publisher: Capcom  
# of Players: 1 Type of Game: Platform Memory Card: 1 slot

**95**

Graphics

**92**

Sound

**85**

Originality

**98**

Gameplay

Overall

**95**

## Counterpoints

Gary, it's like you read my mind. Capcom could've gone two routes with this premier platformer: experimented with 3-D gameplay, or stuck to its 2-D roots. After looking at and playing this game, Capcom clearly made the right choice. The graphics, from the great anime sequences to the bright, colorful stages, just scream for attention. It's not just eye candy; in some stages, events in the background affect what happens in the foreground. This game seems far more challenging than any of the 16-Bit games; with the PS able to pump more sprites on-screen without slowdown, the game's intensity has been pumped up several notches. Granted, Mega Man 8 hardly breaks new ground—but a game this good doesn't need to.



nelson

The little blue-helmeted dude is back and is fresh off of his successful cartoon exploits. I've played every single Mega Man game made, including the ones that were only released in Japan for the Sega Genesis that didn't make their way over here. I enjoyed them all. But I have to say this is the best version of Mega Man that I have ever played. This game is no walk in the park. You have to use all of your game playing ability to be able to successfully get through each level. Unlike some of the other games I've played for the PlayStation that are just glorified 16-Bit titles (Bubsy 3D, Beyond the Beyond),

Mega Man 8 delivers unprecedented gameplay, great graphics and plenty of tough challenges.

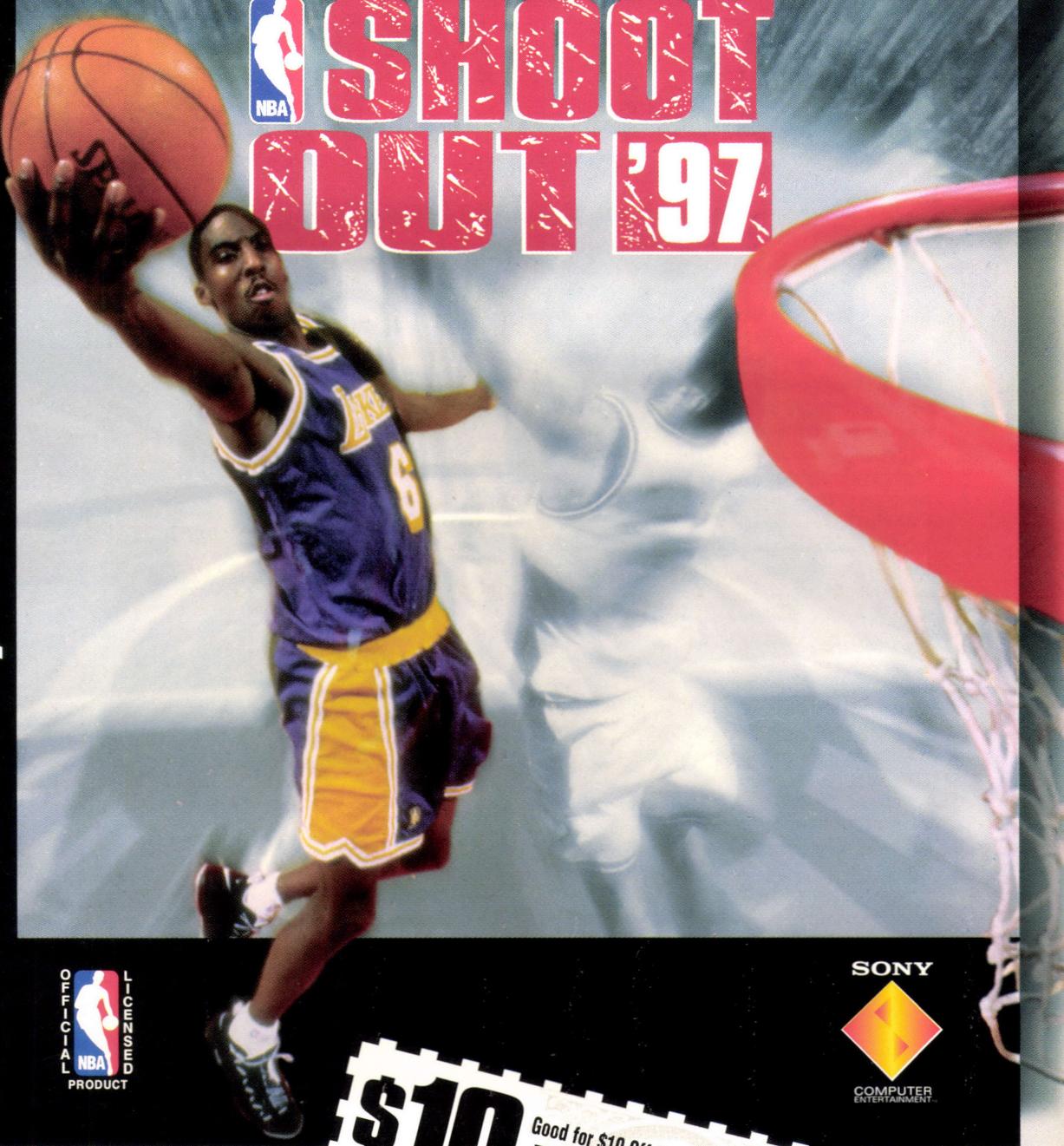


todd

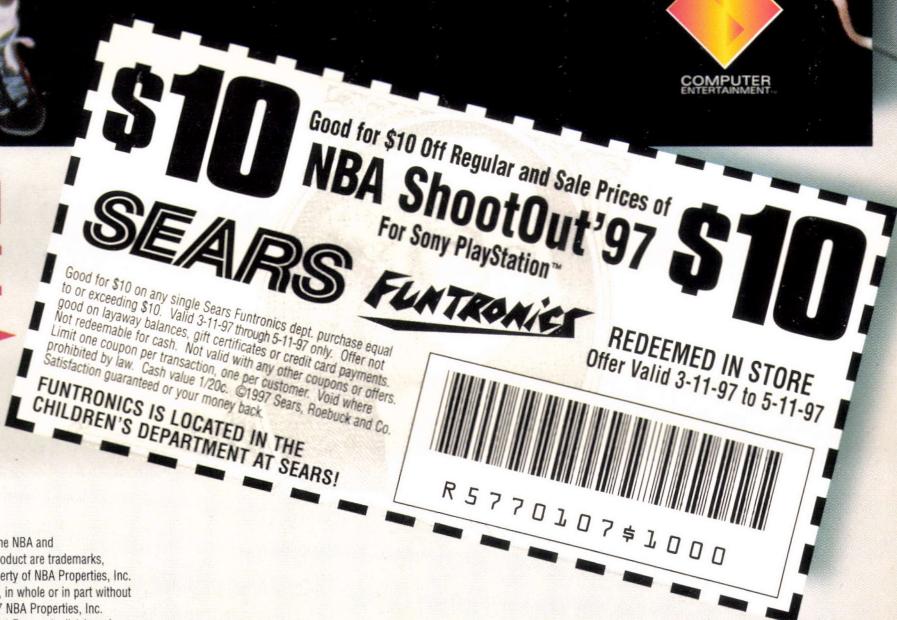


NTSC U/C

PlayStation™

CONTENT RATED BY  
ESRB  
SCUS-94552  
94552

**Score 10 with a  
flip of the wrist  
(tear here) →**



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# PSX Rated

# NANOTEK WARRIOR

"Recapture the arcade experience of yesteryear."



According to one of Nanotek Warrior's creators, Tetragon wanted to create a game that harkened back to the arcade experience of yesteryear. They wanted a game that would be relatively simple to grasp but complex enough to engross experienced gamers who have grown tired of Doom clones, runaway fighting sequels and other so-called "next generation" games. In this reviewer's opinion, they succeeded brilliantly.

Nanotek Warrior looks and plays like a cross between two classic Atari games, Tempest and S.T.U.N. Runner. The player's craft travels along a seemingly endless tube, rotating 360 degrees to avoid obstacles, collect pick-ups and destroy enemies. Just when things are on the verge of getting monotonous, the player jumps inside the tube, in effect turning the action inside out. Tetragon even added Boss sequences that play like a 3-D version of a truly ancient arcade great, Star Castle.

Nanotek's controls are simple enough for a beginner, but more experienced players can take advantage of the advanced controls, which allow the ship to strafe, bank and even execute barrel rolls.

Nanotek Warrior's enemies and obstacles lack complex texture maps and are comprised of shaded polygons instead. This may disappoint some players, but, for me, it adds to the game's retro appeal.

In short, Nanotek Warrior is a "must-buy" for shooter fans or for gamers who would like to recapture the arcade experience of old.



**g  
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r  
y**

Developer: **Tetragon** Publisher: **Virgin Int.**  
# of Players: **1** Type of Game: **Shooter** Memory Card: **N/A**

**95**

**90**

**98**

**98**

**Overall**

**96**

Graphics

Sound

Originality

Gameplay

**joe**

## Counterpoints

I agree wholeheartedly with Gary. This intense warp-speed shooter had my head bobbing and weaving right from the get-go—that's a sensation missing in many games nowadays. The gameplay vaguely resembles a "reverse" Tempest in which obstacles and enemies rush at the ship, but the smooth, clean 3-D visuals and responsive control add up to create an exhilarating experience that has yet to be duplicated on the PS. My only suggested improvements lie in the addition of even more multiple paths in the linear levels—warp zones, perhaps—and an Endurance Mode that uses randomly generated courses. Still, all that would just be the icing on an already sweet cake. This is one adrenaline rush players must not pass up.



**nelson**

At the risk of sounding redundant (or being repetitive), I also want to add my endorsement. Nanotek Warrior is what happens when developers infuse new technology with old-school purity. The first time I played this game I was instantly reminded of the arcade classics of my earlier days. People who don't remember those days or who care more about big-name sequels and movie adaptations may fail to see the point here. But if you're into straightforward, addictive shoot-'em-ups that don't bother trying to imitate the Next Big Thing, then this game is for you. It's too bad this game didn't show up in the arcades, or the old-style coinslingers might have been able to show those "next-generation" punks a thing or two.



# IT'S THE THOUGHT THAT KILLS!

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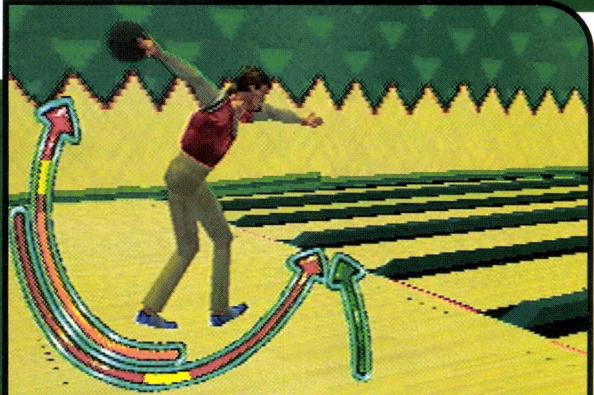
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**Rated**

# TEN PIN ALLEY

"The most accurate bowling simulation to date."



## BONUS TIP

As tournaments progress, the lane oil migrates farther away from your bowler. Take this into account as you calculate your hook.

**F**

inally, you can enjoy an evening of bowling without having to wear those tacky shoes. Being a league bowler had me anticipating the release of this new sports title. ASC has put together a great adaptation of one of America's favorite and most overlooked pastimes.

Ten Pin Alley takes the popular leisure activity and incorporates realistic ball and pin physics to bring you the most accurate bowling simulation to date. With incredible detail given to lane conditions, ball rotation and pin reaction, that 300 game will not be easy to attain. I will have to admit that there were some hits that left me baffled, but nothing serious enough to take away my enjoyment of the game.

There are 12 characters available to choose from, each with his or her own unique bowling style. Amusing animations are included to emphasize good shots or when you hold the ball too long and drop it on your toe. Decide which of the three types of bowling balls is right for your character, choosing between plastic, reactive resin or urethane.

Now comes the tough part—controlling the ball as you hurl it down the lane. Combining the right amount of speed, power and hook takes some getting used to. The average casual bowler is not accustomed to throwing a hook and will probably want to work into it. The great thing about this game is that you don't have to be well-versed in the technical side of bowling to play successfully. The only real disappointment is that you can't get into any pot games.

d  
a  
v  
e

Developer: ASC Games/Adrenalin Ent.  
# of Players: 1-6      Type of Game: Bowling

Publisher: ASC Games  
Memory Card: 1 slot

**88****89**

Graphics

Sound

**90****90**

Originality

Gameplay

**Overall****92**

## Counterpoints

Bowling isn't really my thing. Then again, neither is curling but both games are a lot of fun to play. The sheer number of options and attention to detail makes this game very impressive. Each of the 12 characters has his/her own distinct bowling style and that adds plenty of diversity to this game. I found the control a little bit hard to get used to, but our resident bowling guru Dave Malec gave me a few pointers and soon enough I was holding my own. The ball physics are amazing and you are able to throw a straight ball or a hook. They have different types of balls as well, which adds a more realistic element to the game. Each ball reacts differently as you throw it down the lane. Even the lane conditions change frequently. ASC throws a strike with this one.

**todd**

I may not be a religious bowler like Dave, but I do admit I grew attached to this game. Whether you're a die-hard every Friday night bowler or a beginner like me, you will have a ton of laughs and enjoyment every time you rack up the pins. Ten Pin Alley is both realistic and comical. TPA is the best bowling game I've ever played because of its realism. Honestly, being a beginner bowler I picked up some pointers on how to bowl better. It's funny how sometimes Dave complains about the physics of the pin action, but that's only when I am beating him. Yes, the controls are the key of the game. If you can't get this pack down, you'll be bowling gutters all night. It may take some time, but you'll get used to it. A great party game.

**dindo**

# COOL BOARDERS



"It had me playing until my thumb was blue."



Sony's decision to bring Cool Boarders to the U.S. almost makes up for their previous attempt at snowboarding, 2Xtreme. Almost. Cool Boarders is a blast to play and is virtually on par with Namco's arcade greats Alpine Racer and Alpine Surfer.

In Cool Boarders players choose from six different boards and race down three challenging courses as quickly as possible, performing tricks for extra points. This premise has been used before in countless racing games, but hey, if it ain't broke, don't fix it.

The tracks all look pretty nice and contain many of the same hazards as Alpine Racer, such as bridges, ski lifts and treacherous tunnels.

Your character's repertoire of tricks is quite impressive, too.

He or she can perform a variety of grabs, rotations and flips. Unlike other racing games, board selection actually makes a difference, so players must choose wisely.

If you beat each track's top times and trick scores, you'll gain access to new boards and tracks, greatly adding to CB's replay value.

I only have two complaints with Cool Boarders. First, the trick scoring seems to reward very conservative racing. If you attempt a 720 and under-rotate, you'll get virtually no points. In contrast, you will receive 300 points for the easiest grab. Second, the graphics could use a little more polish. There is noticeable pop-up, and the polygonal characters look like they are made of Lincoln Logs.

Otherwise, Cool Boarders is a fine effort.



## BONUS TIP

**The longer jumps are charged, the higher your character will go. Also, use the square button to accelerate trick rotations.**

g  
a  
r  
y



**todd**

I love this game. It's definitely one of the sleeper games of the season. When I first saw this game last July in Japan, I thought, 'Oh boy, here we go again.' But perish the thought—this game is awesome and highly addictive. You can even race as a snowman on a snow shovel. Unlike Dave and Gary, I'm not too worried about the pop-up or the invisible walls. I was too busy pulling off 720s and assorted moves and having too much fun to worry about those minor problems. I really like the fact that once I got good at this game I had the option of choosing new boards and new tracks. Don't pass this one by if you see it on a store shelf.

## Counterpoints

Awesome game, Corky! Cool Boarders doesn't really kick in until you nail your first 720-degree tailspin. Mastering the fine art of high-flying tricks kept me shredding until my thumb was blue. Multiple styles of snowboards and five different courses will challenge you to beat the game under a variety of conditions. My biggest gripe pertains to the "invisible wall" that is found at the edge of each track. There are instances where your board is certain to clear the rocks below, but instead you crash into this barrier. Making this a little more tolerant would really improve the gameplay for me. There is no bunny slope here, so all of you wimps stay home.



**dave**

Developer: UEP Systems Publisher: Sony  
# of Players: 1 Type of Game: Racing Memory Card: 1-7 slots

**87**  
Graphics

**85**  
Sound

**90**  
Originality

**97**  
Gameplay

**Overall  
94**

# SUIKODEN

"A great RPG that just ends too quickly."

**J**t's time to stop bemoaning the lack of PlayStation role-playing games. With titles like this one, there just isn't much to complain about anymore. Suikoden is an outstanding RPG with a complex story full of plot twists, drama and humor; and if the game is a bit light on puzzles, it makes up for it with the epic quality of the story.

Suikoden employs a quick and simple interface that makes it easy to jump right into the game, and the variety of experiences therein are guaranteed to keep players interested for the duration of the game. For example, in addition to the standard party-based RPG fighting engine, Suikoden features full-scale battles between entire armies, as well as the occasional instance of one-on-one combat. The 108 different characters (from which you choose a six-character party) offer an astounding range of offensive options, and the option of computer-controlled "Free Will" attacks make the frequent battles breeze by.

A wide variety of monsters and bosses make almost every fight a new experience, and great magic attacks and other visual effects offer much to hold players' interest.

My only complaint is the fact that, as far as role-playing games go, this one is relatively short; you can play through it in under 20 hours (although if you try to recruit all 108 characters, it takes a great deal longer). It also would have been nice to see more puzzle elements and fewer hack-and-slash treasure-hunting expeditions. Still, this is a great RPG that just ends too quickly.



## MIX IT UP

Some of the 108 characters in Suikoden can unite with others to unleash devastating attacks. Try out different party combinations and you're certain to hit upon a particularly effective selection of characters.

j  
oe



Developer: Konami Publisher: Konami  
# of Players: 1 Type of Game: RPG Memory Card: 1 slot

**95**

Graphics

**97**

Sound

**93**

Originality

**97**

Gameplay

**Overall**

**97**

## Counterpoints

**dindo**  
I have enjoyed playing RPGs ever since I was introduced to AD&D in my younger years and now with the technology of video gaming, this type of game has become more complex resulting in an immense story line and endless adventuring. I very much enjoyed playing Suikoden, but it left me disappointed due to the duration. I can say a number of things that make Suikoden quite likeable, but it does leave you a bit short in adventuring. Overlooking the time to complete, Suikoden is a good RPG. And despite the fact that I don't agree with my fellow comrades in saying this is a great game, Suikoden can stand on its own. I love the strategic part of the game when you enter the large-scale battles.



Suikoden amazed me with the multitude of characters that join you in your campaign. How many other games allow you to play as 108 different characters? Fortunately, they didn't stop there. This was complemented by an easy-to-use fighting system and an intricate story line. Perhaps one of the most innovative features is the addition of large-scale battles. Masterminding your assault will take some experimenting before you and your troops are victorious. I agree that Suikoden was light on puzzle elements, with the few there being relatively simple. My biggest problem with it was that it just seemed to end way too quickly. With those minor points aside, I think role-players will really enjoy this top-notch RPG.



**dave**

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**ALPS**  
**Interactive**

# PSX Rated

## SPIDER

"One of the most innovative platform games in ages."



Spider is one of the most innovative platform games in ages, and fans of the genre definitely should give it a look. The game has tons of real-world levels, tough enemies and secrets galore. Spider's main innovation, however, is the number of play mechanics Boss managed to pack into one game. If you tossed Mega Man, Gex and Pandemonium! into a blender and hit frappe, you'd end up with Spider. Like Gex, Spider can climb up walls and hang from ceilings, adding a whole new dimension to level exploration and enemy hunting. Like Mega Man, Spider has a wide variety of weapons such as boomerangs, flame throwers and heat-seeking rockets from which to choose, and they are all selectable on-the-fly. Spider's floating camera resembles Pandemonium!'s and gives the game a real "next-gen" look.

Although Spider's levels allow a lot of decision-making and exploration by the player, they essentially are 2-D in nature, which is a mixed blessing. Anyone familiar with older, 16-Bit platformers should be able to play Spider without getting lost or confused, but many players may yearn for a total, "off-the-rails" experience.

Although it is an enjoyable game, Spider is not without its faults. Some of the levels are plagued with slowdown, and there are a number of unavoidable hits. I like a challenge, but getting shot by unseen enemies just sucks. But despite its faults, Spider is a winner, and Boss could be the rising star of 1997. One special note: Barry Leitch's soundtrack is one of the best ever heard in a PlayStation game, edging him past the great Tommy Tallarico, in my opinion.



### GET A LEG UP

**When you grab a new leg, pay attention to which leg currently is activated, or you may lose a weapon you intended to keep.**

g  
a  
r  
y



Developer: Boss Studios Publisher: BMG Int.  
# of Players: 1 Type of Game: Platform Memory Card: 1 slot

**92**

Graphics

**95**

Sound

**95**

Originality

**90**

Gameplay

Overall

**92**

## Counterpoints

Although I'm not a huge fan of platform games, occasionally a title will come along that offers something new.

Although Spider looks great and plays well, it doesn't offer the excitement that seems essential to a great platform game. This game is so well done that I feel that I *should* like it—but it just doesn't do it for me. Perhaps it's simply that Spider just doesn't move very quickly. The motion of the main character appears very deliberate, more suited to an adventure game than a platformer. Or perhaps it was the relative scarcity of enemies; again, it seemed more like a linear adventure game than a high-energy platform game. So if the breakneck pace of most platform titles is too much for you, Spider should be just about right.

joe



I have slightly less enthusiasm for Spider than Gary, mainly because I thought the game should've offered more midair control over jumps and a faster pace. Don't get me wrong: Overall, Spider can hang with the best platform games. It features an abundance of secrets and hidden areas, heat power-ups (gotta love the homing missiles) and an original, interesting story line that gives Spider a dark, yet alluring appeal. Plus, the 3-D graphics are to be applauded. But after feeling the breakneck rush of games like Pandemonium! or, to a lesser extent, Crash Bandicoot, I felt Spider fell short in the

nelson



"reflex-testing" department; most of the time, you wait for an enemy, hit it, then move on. Nevertheless, Spider's worth playing to the finish.

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IS THE FUTURE  
OF SPORTS?**

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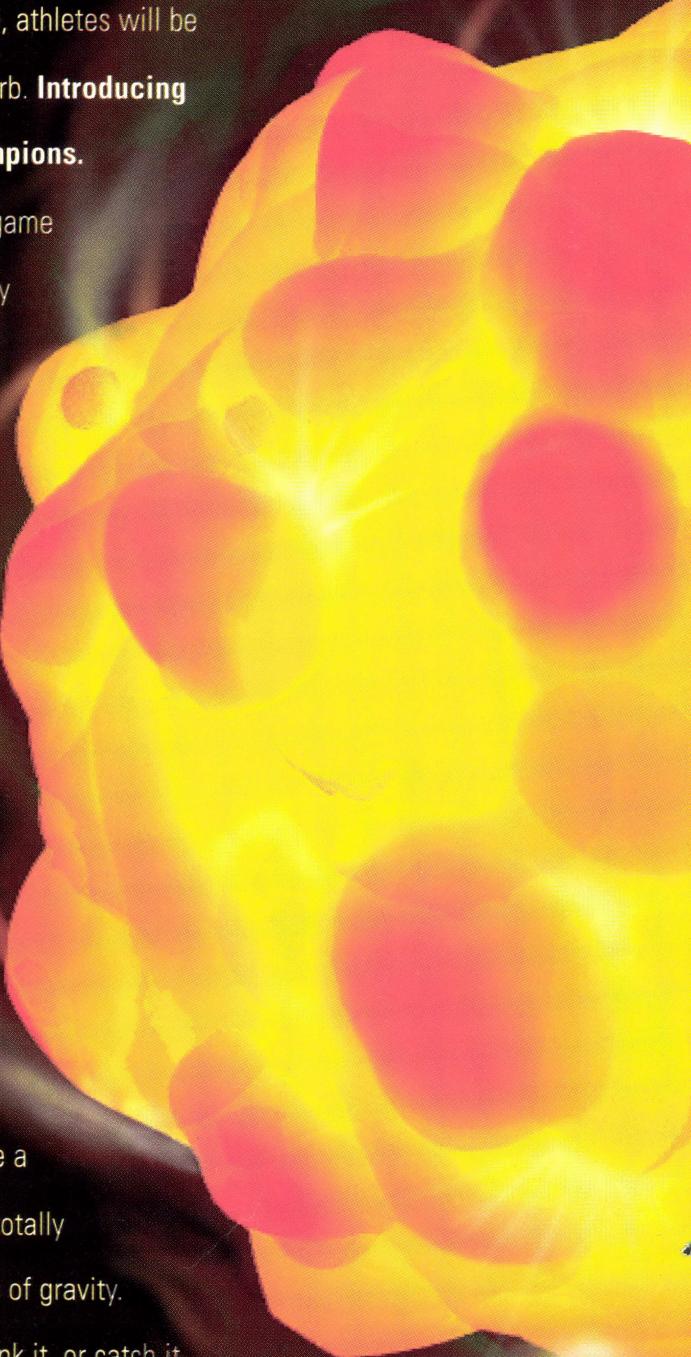
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# PRETTY BRIGHT.

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# CRUSADER: NO REMORSE

"This one goes in my 'should have been better' file."



## BONUS TIP

Don't blow up everything in sight. Plenty of things you'll need can be destroyed with a careless shot. As fun as they may be, keep those room-clearing explosions to a minimum.

oming from Origin, the company responsible for the Wing Commander and Ultima (PC) series, Crusader was a bit of a disappointment. With an uncomfortable number of similarities to Konami's Project Overkill, Crusader is a game with a lot of good elements that unfortunately are overshadowed by some serious gameplay flaws.

Players take control of a rebel soldier as he blasts through a number of missions set in various installations crawling with enemy soldiers and other hazards. A number of gadgets are scattered throughout the levels, including energy and health recharge stations, footlockers containing valuable supplies and data terminals and monitor stations to offer clues and glimpses of the dangers ahead. In addition to all of this, the player also has access to the Rebel Base, a haven where you can review mission briefings, save your game and buy new weapons.

This extensive array of extras gives Crusader more depth than the average action game. Unfortunately, your character is so hard to control that the gameplay suffers seriously because of it. Many isometric-view games are difficult to control, but the spaces in Crusader are so tight that the control gets very frustrating, very quickly, and the alternate control method offers no relief.

If you liked Project Overkill, you'll probably appreciate this game. Others might want to rent it first to see if you can stand the quirky controls. This one goes in my "should have been better" file.

j  
o  
e



Developer: Origin Publisher: Electronic Arts  
# of Players: 1 Type of Game: Action Memory Card: 2 blocks

85  
Graphics

80  
Sound

83  
Originality

70  
Gameplay

Overall  
**75**

## Counterpoints

During a recent interview I conducted, the game developer with whom I was speaking stated that the "feel" of a game is of paramount importance. I heartily agreed. As Joe rightly pointed out, Crusader has a lot of cool aspects going for it. For example, the player at times can assume remote control of a tiny mech and use it to enter particularly dangerous areas; however, serious control problems ruin the feel of it. Crusader does have huge levels, loads of secrets and great death animations, but what's the point if the game isn't that much fun to play? Many isometric action games for the PC are controlled with a mouse. Perhaps the PS' undersupported mouse should have been used here.

gary



Hey! This looks just like Project Overkill. Too bad it's not. The painful control of this isometric action game was the toughest obstacle to overcome. The narrow walkways and mediocre graphics kept me asking myself if this trip was really necessary. Games just shouldn't be this frustrating to play. I usually enjoy these types of games, but this one seemed to be lacking the appeal generated by others of the same genre. Taking control of the mech was a nice bonus, but not enough to keep me terribly interested. Go-getters that have the patience to endure the sloppy handling will find some redeeming qualities in Crusader. Rent it over the weekend if you've got a few extra bucks to blow.

dave





# ID4

"For a movie game, this isn't too bad."



s a fan of both science-fiction and flying games, I've been waiting for this game ever since it was advertised on the *ID4* home video. Unfortunately, now that it has arrived, I'm far from overwhelmed.

In *ID4*, the player must save the world's most famous cities from destruction by performing level-specific tasks then annihilating the city destroyers hovering menacingly overhead. For instance, in New York, the player must take out numerous satellite dishes, while in Las Vegas, the player has to kill a certain number of alien squadron leaders. This breaks up the monotony a bit, but most of the levels still look and play about the same.

The most disappointing thing about *ID4* is the frustrating and unimaginative level design. You are trapped beneath city destroyers for virtually the entire game, greatly limiting maneuverability and strategy. I would have preferred the ability to attack the destroyers from the sides or to daringly dive-bomb them from above, but this just isn't possible.

*ID4* does have some redeeming qualities, however. The cities are nicely detailed, and many of the game's sounds seem to have been sampled from the movie. Weapons, including machine guns, lock on enemies effectively, making targets easy to hit. Unfortunately, the enemy fighters are ridiculously fast and regenerate endlessly, making them highly impractical to fight. Smart players will weather their barrage of laser fire and head straight for the primary targets, but this really takes the fun out of the game.



## DE PLANE, DE PLANE!

Each of *ID4*'s main levels contains a hidden plane, generally located near a major landmark. Be sure to grab it to increase your lives.

gary



Developer: Radical Ent. Publisher: Fox Interactive  
# of Players: 1 Type of Game: Action Memory Card: 1 slot

75

Graphics

92

Sound

70

Originality

72

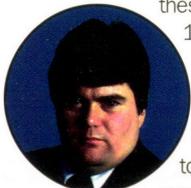
Gameplay

Overall  
**74**

## Counterpoints

For a movie game, this isn't too bad. I have a feeling these other two guys never played *Batman Forever* on the 16-Bit. This is definitely a rent-before-you-buy-it game. Granted this game has its share of problems, but I enjoyed it nevertheless for a number of reasons. There's a mix of strategy and the missions are fairly innovative, plus this game only took me a few hours to finish. I liked the way the game closely mirrored the events and the happenings of the movie, too. I do agree with Gary, however, in the fact that the level design of the game left a lot to be desired. Joe on the other hand is being pretty harsh, but I see where he's coming from.

todd



I had a lot of problems with this game. First of all, the third-person chase view that is the default setting is one of the most irritating points of view that I've seen in a long time. The only other option is the in-plane view, which would make any flight-sim fan run screaming from the room. The areas are ridiculously small, with the all-too-convenient force field confining players' movements to a tiny circular arena. Yes, the enemy ships are faithfully reproduced, and the sound effects are accurate, but that kind of thing can only score big points if you're a die-hard fan of the movie, which I'm not. I think this is another case of movie merchandising—as opposed to solid game design. Rent it first.



joe

# PSX SPORTS

## SPORTS BLOWOUT

In keeping with our tradition as the world leader in sports gaming, not only will you see the first information on the top sports games coming your way, but you will also see interviews with the top players in their respective sports.

Since this is our April issue, we have a few baseball games to preview for you, like Acclaim's All-Star Baseball '97, featuring the "Big Hurt," Frank Thomas. EA Sports' perennial baseball favorite, Triple Play 98, and a newcomer on the sports block, VR Baseball '97, are sure to turn a few heads.

This month we step up to the plate with three-time Cy Young award-winning pitcher and Interplay VR Baseball poster boy Greg Maddux. We only have room for a small

portion of the interview here, but you can see the interview in its entirety in EGM's Spring Guide to Sports Games, coming to a newsstand near you next month. (Sorry for the shameless plug.)

Anyhow, on with the business at hand. In the review section, we also



**VR Baseball '97**



take a look at Cool Boarders (pg. 35), an awesome snowboarding game that is a lot of fun to play. If you passed this game over, check it out. We also review Rage Racer (pg. 27), the next racing game from Namco.

Then we have ASC Games' Ten Pin Alley (pg. 34), a bowling game loaded with features that will keep avid bowlers busy for quite some time.

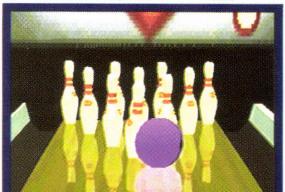
As for the current crop of baseball titles, none of the ones we've seen so far are reviewable. But our early favorite for this year's baseball gaming pennant is VR Baseball '97. The look of the game is impressive, and the play mechanics are incredible.

Not to mislead you, Triple Play Baseball 98 also looks pretty good, and All-Star Baseball from Acclaim is head and shoulders above last year's effort.

We still haven't seen Sony's Major League Baseball Pennant Race '97 and are eagerly anticipating getting a look at it. Enjoy!



**RAGE RACER** 27



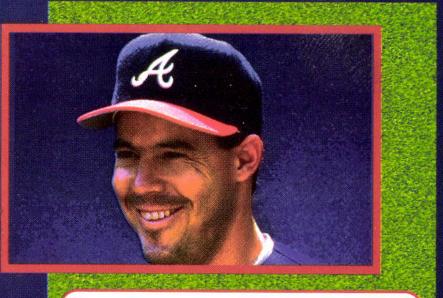
**TEN PIN ALLEY** 34



**COOL BOARDERS** 35

During the last decade, three Atlanta Braves pitchers have won the National League Cy Young award, given to the best pitcher in baseball. Greg Maddux has won this award three times.

The Yankees came from behind to snatch last year's World Series from the Braves, but this is a brand-new year. We talked with Maddux about the upcoming season and his video gaming habits. An avid gamer, Greg owns a Sony PlayStation, a Sega Genesis and a Super Nintendo.

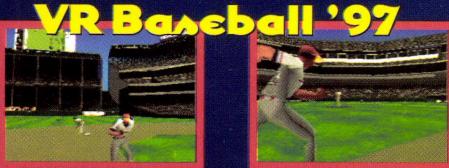


**The Atlanta Braves' Greg Maddux**

**GREG MADDUX**

P.S.X.: How much longer will you continue to play in the major leagues?

Maddux: As long as I can continue to stay healthy and at the same time enjoy what I'm doing. I haven't seen any signs of my



# VR BASEBALL

When VR Sports showed a preliminary version of their Saturn baseball game at last year's E<sup>3</sup> show, critics called it "the best baseball game nobody would ever see." The baseball engine was excellent, but VR Baseball's plain looks undoubtedly would cause more than a few gamers to shy away from the game. Rather than release an inferior product to make a buck, the folks at VR Sports went back to the drawing board and decided to remake VR Baseball—as a PlayStation game. They reshotted their motion-capture footage, hired three new artists to redraw every texture map down to the cleats on players' shoes, and re-rendered every stadium, including the new ones in Atlanta and Anaheim.

The only thing VR Sports kept was the thing they got right the first time: the excellent baseball engine, which is a complete departure from the current trend in sports video games. Recently, developers of baseball games have added



lots of cursors, crosshairs and gauges to create arcade-style games that mimic the look of a television broadcast. VR Baseball, in contrast, has a stripped-down pitching/hitting interface and attempts to simulate the "stadium experience." VR Baseball has no rapid camera cuts or simulated commentator repeating the same tired expressions over and over. Rather, VR Baseball includes many of the sights and sounds you would see at a real major-league ballpark, such as hecklers, beer venders, organ music and a stadium announcer.

A fresh idea, indeed, and one that is long overdue.

Fans of play options needn't worry, however. VR Baseball includes all the features gamers have come to demand in a baseball game, such as complete licenses, a Season Mode, a Home Run Derby and statistical tracking. They even included some features never seen before in a baseball video game. Gamers can clothe their team in one of four different uniforms, including home, away, alternate and practice. VR Baseball also has a unique mid-season All-Star game. The game actually tracks player statistics during the simulated

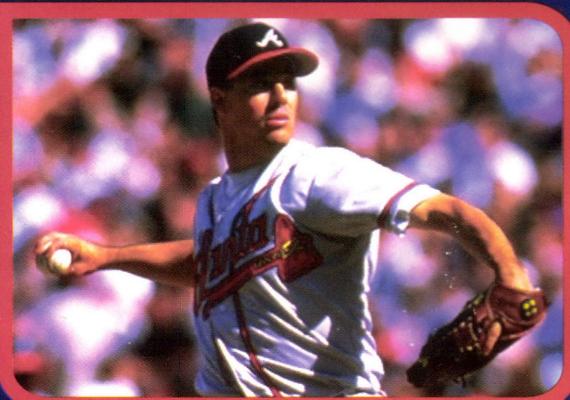


season and chooses the All-Star lineups based on those statistics, in addition to career statistics and some "intangibles," such as player likability. In short, gamers have to earn their favorite player's way onto the team.

With its MLB and MLBPA licenses, it's clear that VR Sports has taken the time to really differentiate their product from the rest of the field. Hopefully gamers will reward them for their efforts.

love for the game slowing down at all. I still enjoy my job. I like waking up in the morning and driving to the ballpark. As far as the health thing goes, you just knock on wood and hope you stay healthy.

**P.S.X.: Did the Chicago Cubs' decision to let you go motivate you, and did that set the stage mentally for the rest of your career?**



Maddux: I think it gave me some added incentive. How can you not be motivated and be ready to go out there and pitch? But you know, it was an extra boost and provided me with the extra push that I needed. It was at the time of my career when I thought I was just entering my prime. I thought my best years were ahead of me when I left the Cubs, and I feel as though I have a few more good years ahead of me now. Obviously, I was upset that I

had to leave, but Atlanta didn't prove to be that bad of a place to go. Looking back, I'm very happy with the decisions that I have made. I love Wrigley Field. To this day, I still tell people that Wrigley Field is the best National League baseball park to pitch in. It's my favorite, and a lot of other players around the league say the same thing. Day baseball is great, the atmosphere there is tremendous and it has a lot of

history. The fans are great, some of the best fans in the game. Chicago is a great place to go. A lot of wives show up whenever we play in Chicago.

**P.S.X.: If a movie were to be made about you and your career, which actor would you want to play you and why?**  
Maddux: I think I would have to say Michael Douglas. It seems like every major motion picture he's in I really like.

**P.S.X.: Do you think things would have gone differently for you in last year's World Series against the Yankees if Dave Justice would have been able to play?**

Maddux: Who knows. He got a big hit for us against Cleveland in the World Series the year before. I definitely think we would have been a better team if we would have had Dave Justice ready to go for us. At the same time, you

never know. He might have gotten some big hits for

us or he might not have. Andrew Jones got some big hits for us. With Dave Justice out there, we would have had a better chance to win. The leadership would have helped us, but I don't think the guys we had out there were hurting us by any means.

**P.S.X.: I understand you are an avid gamer. What are the types of video games you play the most?**

Maddux: I enjoy the sports games. Baseball in particular. I can't wait to play VR Baseball. It has some neat features that I would like to take a look at. To be honest, I just got my PlayStation, and I'm looking forward to playing John Madden Football and Jet Moto. There are a couple of other games that I have my eyes on. I play a lot.



# Triple Play 98

**E**A Sports is heading back to the drawing board with Triple Play 98. Sporting an entirely new game engine featuring motion-captured polygon players rendered in true 3-D, TP98 looks to be an improvement over the previous version in every way.

It looks like EA is keeping all the features that made Triple Play 97 such a hit, while revamping any aspect of the game that drew fire from critics. Instead of the sprite-based players of the previous version, TP98 features the smoothly animated, 3-D models that are currently all the rage. This means that the stadiums will now be presented in true 3-D, allowing seven different camera angles. The motion-capture technology will allow for the use of signature pitching and batting styles. A more in-depth statistic system will rate players in three times the categories of the previous version.

The game will also include the first-ever two-man broadcast booth, featuring color commentary by Buck Martinez and play-by-play by Jim Hughson. The broadcast-quality realism will be accented by "Intelligent Crowds." The crowd size and energy will change depending on the team's performance in a given game, as well as throughout the season.



TP98 will have all-new flybys.

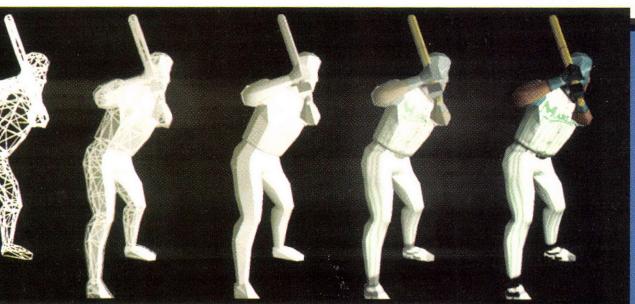
## FROM THE GROUND UP...



In order to accurately reproduce the movements of real baseball players, EA Sports conducted a number of motion-capture sessions with actual minor-league players. They then built a number of different wireframe



models and created new polygon players from this information. Texture maps and color sets differentiate the different players and teams. Next, they took the motion-capture data and applied it to the polygon

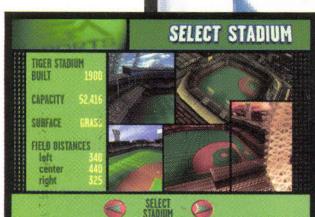
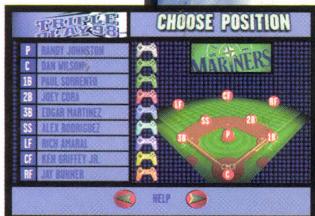


Wireframe models ensure lifelike players.

Along with all these new features, TP98 retains all the options that turned gamers on to the 97 version. Two different gameplay modes, Simulation and Arcade, give the game something for the statistic trackers as well as the casual sluggers, and a fully customizable interface allows for control of every aspect of the game.

Like the previous version, TP98 features a Major League Baseball license as well as a Major League Baseball Players Association license. This means that the game will include not only the entire 1997 player roster, but also all the actual team names, logos and stadiums. That's right, every single Major League Baseball stadium will be included in the game, with all of their respective characteristics. All-new stadium flybys will add to the new look of this game.

Triple Play 97 was widely regarded as a quality game with a few structural flaws. It looks like EA hammered out all the imperfections in the 98 version. Watch for this one!



## STARTING LINEUP

THEME  
Baseball

PLAYERS  
1 - 8

LICENSES  
MLB, MLBPA

CHALLENGE  
Variable

# BRAHMA Force™

## The Assault on Beltlogger 9



JALECO



# COMING SOON TO PLAYSTATION

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# SPORTS

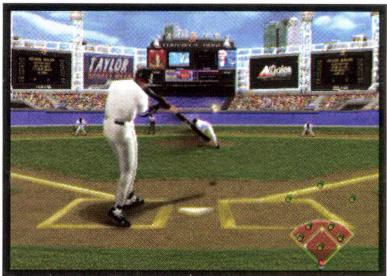


Acclaim

## All-Star Baseball '97

**A**cclaim hopes to put the "hurt" on the competition with the release of All-Star Baseball '97, featuring none other than the "Big Hurt," himself, White Sox slugging sensation Frank Thomas.

As most baseball enthusiasts know, MLB's commissioner and team owners decided to spice up the 1997 regular season with interleague play. (We Chicagoans already are debating the outcome of the first regular-season meeting of the Cubs and Sox. Go North-siders!) Acclaim incorporated interleague play and a whole bunch of other new features into All-Star Baseball '97.



Stadiums will contain every detail.

They even included 1998's two expansion teams, the Arizona Diamondbacks and the Tampa Devil Rays!

Acclaim retained the 3-D rendered stadiums and motion-captured movements of their first 32-Bit baseball title; however, they went back to the drawing board and redesigned their pitching and batting interfaces. They even improved

### HURTIN' FOR A SPOKESMAN?

Although Acclaim's first 32-Bit baseball title, Big Hurt Baseball, sold well, this could be Frank Thomas' last year representing Acclaim. Sports fans may recall Roger Clemens, the former Boston Red Sox pitcher now with the Toronto Blue Jays, was the spokesman for Acclaim's 16-Bit hardball titles. Acclaim has yet to name the spokesman they have waiting on deck should big Frank decline to re-sign. Maybe it will be Frank's new teammate, former Indian Albert Belle. Stay tuned...

the fielding control, making it more intuitive and responsive.

All-Star Baseball '97 features both Major League Baseball and MLB Players Association licenses, enabling Acclaim to include all 28 teams, logos, stadiums and over 700 real-life players, depicted in on-screen head shots. Acclaim utilized the talents of STATS INC. to rank each player in 27 different categories, such as speed, throwing and slugging percentage, so All-Star Baseball's players are sure to perform just like their real-world counterparts.

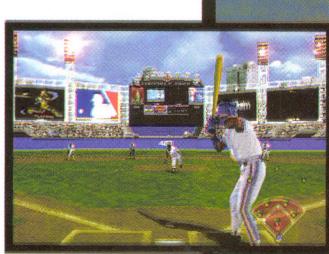
The game has six modes of play: Exhibition, Season, Playoffs, All-Star, Batting Practice and the ever-popular Home Run Derby to satisfy both casual players and die-hard fans alike. All-Star Baseball '97 even has stat tracking, so gamers can follow their players' performances throughout their simulated season, comparing them to league leaders.

In addition to Frank Thomas, All-Star Baseball '97 features the talents of another baseball great, award-winning play-by-play commentator Jon Miller.



Known as the voice of the *ESPN Sunday Night Baseball* and the San Francisco Giants, Jon's commentary really brings the action on the field to life. In addition, CD-quality crowd cheers, umpire calls, vendor barks and organ music transport gamers to their favorite ballpark.

If last year was spring training for makers of 32-Bit baseball titles, 1997 is the playoffs. Hopefully, All-Star Baseball '97 has what it takes to make it to the "big show."



### STARTING LINEUP

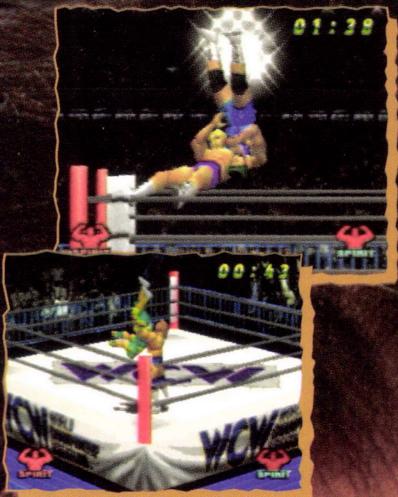
THEME  
Baseball

PLAYERS  
1 or 2

LICENSES  
MLB, MLBPA

CHALLENGE  
Variable

# WCW VS THE WORLD



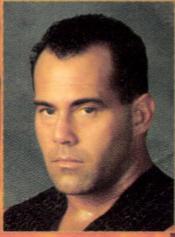
"...sets the standard for next generation  
wrestling games..." EGM '97



Hulk Hogan



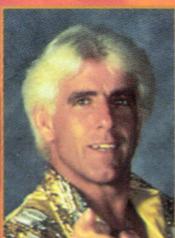
Lex Luger



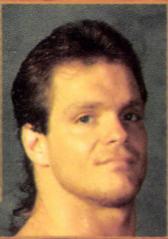
Dean Malenko



Eddy Guerrero

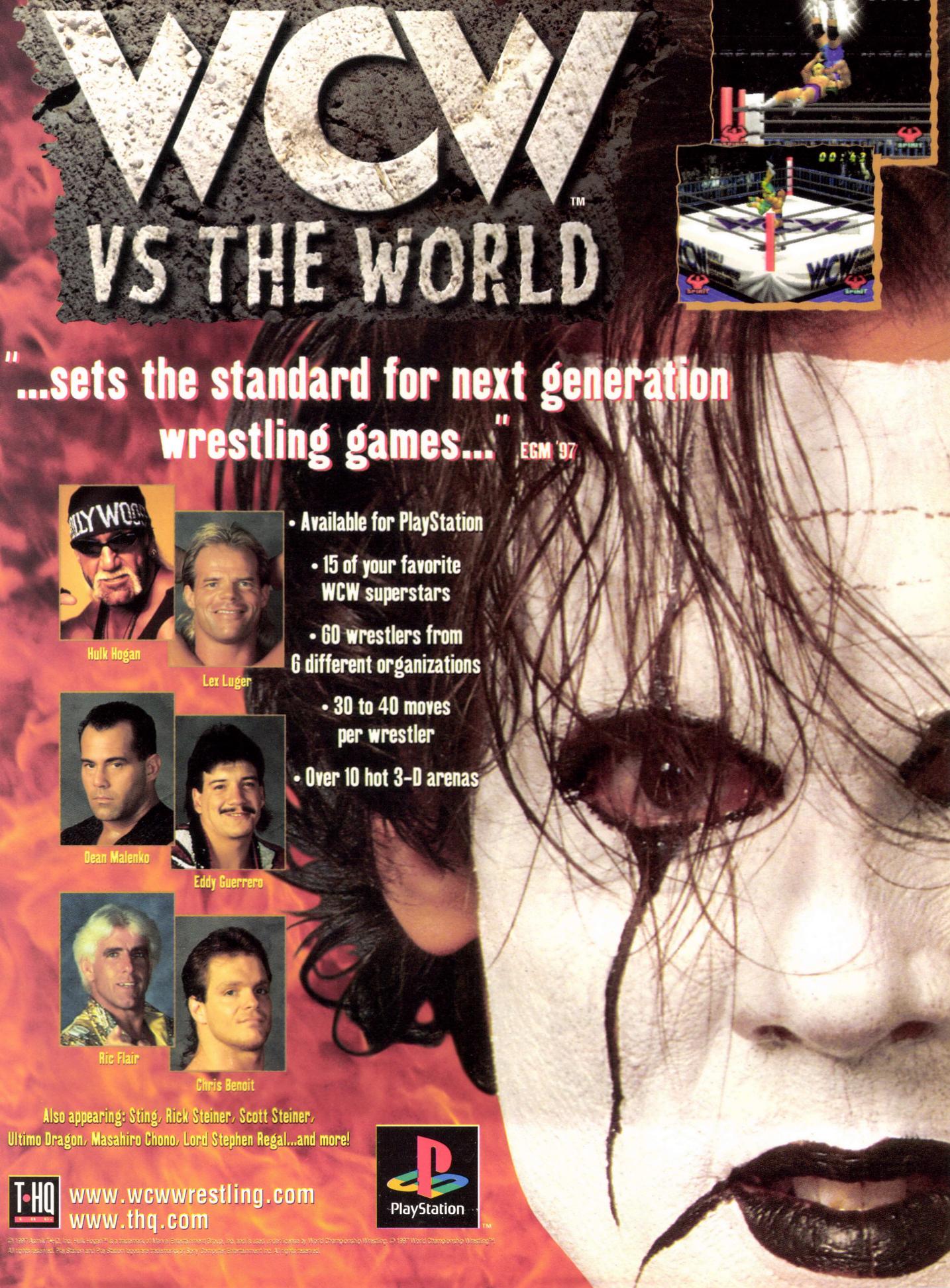


Ric Flair



Chris Benoit

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  - Over 10 hot 3-D arenas



Also appearing: Sting, Rick Steiner, Scott Steiner,

Ultimo Dragon, Masahiro Chono, Lord Stephen Regal...and more!



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now playing

THE LATEST PLAYSTATION GAMES TO HIT THE STORES

# Broken Helix



KONAMI'S CORRIDOR SHOOTER WITH AN "X"-TRA TWIST

**O**nce an obscure cult hit with a small but loyal audience, *The X-Files*, Fox Television's weekly sci-fi drama about a pair of intrepid F.B.I. agents intent on uncovering the truth about supernatural occurrences, has achieved widespread success and has permeated the popular culture. Ever since *X-Files*' meteoric rise in the ratings, there has been an overwhelming amount of media dealing with topics you might find in the show. From alien infestations to demonology and the occult, countless books, magazines, TV shows, movies and video games have enjoyed success stemming from the public's suddenly renewed thirst for the supernatural.

In a similar vein is Konami's *Broken Helix*, a 3-D corridor shooter set in the controversial U.S. military installment known only as Area 51. You play the part of a Marine bomb specialist called in to diffuse bombs planted by a terrorist in the upper levels of Area 51. Interestingly enough, your father was a scientist who used to work for the government in this very area. When he disappeared with a number of other scientists, you were told that he perished in a plane crash. But now you've received a mysterious message telling you that this mission may have something to do with your father's death. Intrigued, you head into the base, stepping into an eerie 3-D adventure that's bound to give you nightmares.

**Players will get to know this face well. Your commander will brief you before your missions.**



Armed with a number of different weapons, you must conquer several different missions in order to get to the bottom of this mystery. Along the way, you will encounter a horde of different characters, both friendly and ferocious, all represented with polygons in true 3-D. You will need to interact with many of these in order to achieve your mission objectives.

You must also maneuver carefully through levels swarming both with enemies and more subtle dangers like security cameras and seeker droids. This isn't a game where you'll need to blast everything in sight; instead, you'll need to use your wits in order to survive.

The branching, nonlinear story line is advanced through the missions as well as through 70 extensive cut sequences presented in a dramatic, cinematic style. The story will change depending on how you carry out your mission.

With the glut of 3-D corridor shooters on the

A 3-D SHOOTER SET IN THE CONTROVERSIAL AREA 51

market right now, gamers are beginning to expect something other than a gory blast-fest. From what we've seen, *Broken Helix* seems to deliver.



**A tribute to GT's Duke Nukem 3D?**

**THEME**  
3-D Shooter

**# OF PLAYERS**

1

**# OF LEVELS**  
N/A

**CHALLENGE**  
Moderate

**PUBLISHER**  
Konami

## FAST FACTS

**Area 51 and ID4** are two other PS games that visit the infamous and unsubstantiated government installation.

now playing

# Battle-stations

SINK THE COMPETITION IN EA'S GAME OF MARITIME COMBAT

**D**amn the torpedoes—full speed ahead! Battlestations, Electronic Arts' new game of sea combat, puts players at the helm of some of the most destructive machines ever made. Players can participate in single rounds of ship-to-ship combat or command an entire fleet in a full-scale war against five computer-controlled admirals.

## A 32-BIT VERSION OF INTELLIVISION'S SEA BATTLE

We talked to Michael Kosaka, producer of this title, about the origins of Battlestations. He said that EA was looking for a simple, competitive game that also employed a great deal of strategy. Like Archon,

EA's classic PC strategy game, Battlestations includes action elements from fighting games as well as elements from games of pure strategy, like chess. A simple

interface with very basic controls makes this game easy to get into: Depending on the ship chosen, one button controls the cannons, another controls the torpedoes, a third launches mines and the D-pad controls targeting and positioning. Don't expect this to make for a shallow game, however; this title

should enjoy the longevity of the fighting games that it in many ways resembles.

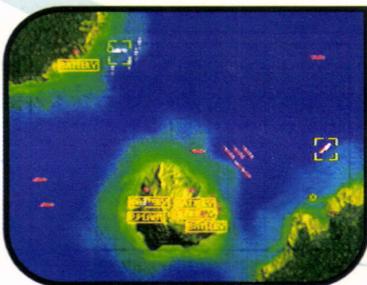
Described as a "32-Bit version of Intellivision's Sea Battle," Battlestations features a total of eight different ships with a wide range of weapons. Among the available weaponry are homing missiles, ship-to-ship rockets, simple cannons, floating mines and even a small fleet of planes that take off from the aircraft carrier and bomb your opponent.

The targeting system functions differently depending on the weapon used. For example, certain

weapons take a long time to reach the opponent, meaning that if the enemy is fast enough, he/she can move his/her ship away from the target, allowing the projectiles to detonate harmlessly in the sea. Also, the quickness of the ship is relative to its size, so a small patrol boat can often sail circles around a giant aircraft carrier and eventually bring it down through sheer perseverance.



Players will go head-to-head from the decks of the world's biggest battleships.



Although the version you see here is still relatively early in the game's development, the title is expected to hit the shelves at the beginning of April. Pick this one up and you'll be able to say those famous four words: "You sunk my battleship!"

- **THEME**  
Strategy
- **# OF PLAYERS**  
1 or 2
- **# OF LEVELS**  
N/A
- **CHALLENGE**  
Variable
- **PUBLISHER**  
Electronic Arts

## FAST FACTS

Mattel's addictive Sea Battle was one of the first head-to-head strategy games for a home video game system.



THE SPIDER THAT'S ALSO AN  
**EXTERMINATOR**



now playing

# Mega Man: Battle and Chase

## "RUSH" TO TAKE THE CHECKERED FLAG

Gamers who liked Mario Kart 64 and yearned for a similar experience on the PlayStation will be excited to learn Capcom has decided to release Mega Man: Battle and Chase in the U.S. as part of the "Blue Bomber's" 10th anniversary celebration. In Battle and Chase, two players can assume the roles of their favorite Mega Man characters and hit the road for some racing fun. Fans of the series will be happy to learn such supporting players as Proto Man, Dr. Wily, Roll, Guts Man, Ice Man and Napalm Man have been included, each behind the wheel of his own unique racer. Mega Man, for instance, drives a transformed version of his trusty dog, Rush, while Roll rides Beat, one of Mega Man's feathered friends.

Mega Man: Battle and Chase has three different play modes—Grand Prix Mode, Versus Mode and Time Attack Mode—from which to choose. Players can tear up 12 different tracks, all of which are highly colorful and retain the look of the Mega Man series.

All of Battle and Chase's competitors are equipped with a standard weapon, such as Mega Man's MegaBuster arm cannon, which can deliver a standard shot or can be charged to hit opponents with a

real wallop. Additionally, racers can drive over cones and small Metas to collect Special Weapons, which include mines, shields and an electro zapper that disables all other drivers.



Unlike Mario Kart 64, which sported 2-D character sprites, all of Battle and Chase's drivers are constructed from 3-D polygons. This allows such visual extras as a special Broadcast Window, located in the lower left-hand corner of the screen, that displays realtime shots of the action from a variety of angles.

Mega Man fans who can't seem to get enough of Capcom's birthday boy definitely will want to take Battle and Chase for a spin.



- THEME** Racing
- # OF PLAYERS** 1 or 2
- # OF TRACKS** 12
- CHALLENGE** Variable
- PUBLISHER** Capcom

The Ultimate Guide  
53  
for PlayStation Games

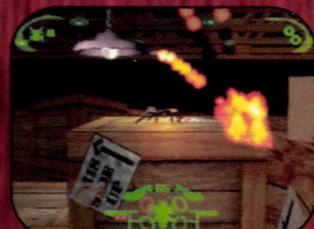
EIGHT LEGS  
AND HEAVILY ARMED.



You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through



over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you



fight cyber rats, mantises and wasps. Needless to say, you're not an itsy bitsy spider.



**SPIDER. THE VIDEO GAME.**

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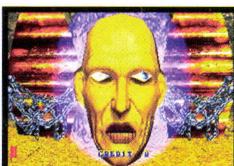
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KIDS TO ADULTS  
**K-A**  
CONTENT RATED BY  
ESRB

**P**  
PlayStation

now playing

THE LATEST PLAYSTATION GAMES TO HIT THE STORES



Crypt Killer allows players to choose their own path through the game.

**THEME**  
Shooting

**# OF PLAYERS**  
1 or 2

**# OF LEVELS**  
6

**CHALLENGE**  
Variable

**PUBLISHER**  
Konami

## FAST FACTS

Crypt Killer is known as Henry Explorers in Japan. The name was changed for its U.S. release.

# Crypt Killer



HAVE A BLAST WITH KONAMI'S NEW CREATURE FEATURE

**C**ompared to its principle 32-Bit competitor, the Sony PlayStation is dismally devoid of quality light-gun games. Konami hopes to change this with the release of the PS version of its popular arcade shooter, Crypt Killer.

In Crypt Killer, the player must mow down seemingly endless hordes of skeletons, gargoyles, gillmen and other creepy crawlies in an attempt to find the two Eyes of Guidance. It is said the possessor of both eyes may use them to unlock the Door of Destiny and claim whatever treasure lies behind it (A new washer and dryer? A year's supply of Turtle Wax?).

Crypt Killer's backgrounds are comprised of texture-mapped polygons, while most of the enemies are 2-D sprites. Many of the monsters appear to be digitized miniatures and contain a higher level of detail than polygonal

enemies would have allowed. This is particularly evident with the Sinbad-esque skeleton warriors, who explode in a shower of bones when shot.

One of Crypt Killer's best features is the

### MOW DOWN ENDLESS Hordes OF SKELETONS AND GARGOYLES

ability to choose your own route through the game. Crypt Killer's six missions span a variety of locations, such as Egyptian tombs, swamps, sewers and catacombs, and are playable in any order. The levels branch at different points depending on the player's actions, greatly adding to Crypt Killer's replay value.

Additionally, the player does more than walk

through many of the levels; he/she frequently slides down steep inclines, plummets down waterfalls and gets swept along by swift sewer currents. This makes the action far more dynamic and presents the occasional surprise.

As many arcade gamers may recall, your principle weapon in Crypt Killer is a shot gun, but weapon upgrades, such as automatics and grenade launchers, are hidden throughout the game in small treasure chests,

which can be blasted open to reveal their contents. Players definitely will need them if they hope to defeat the forces of darkness and claim their prize.



Send these tenacious warriors to their graves...again!



# BLOW DOORS OR BLOW CHOW!



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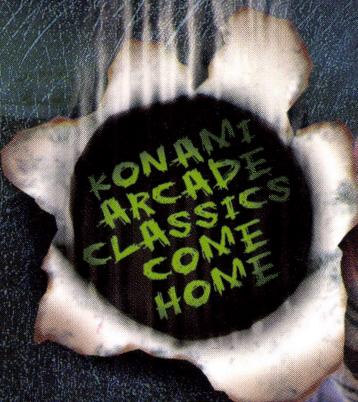


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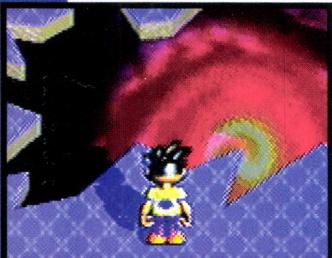
now playing

THE LATEST PLAYSTATION GAMES TO HIT THE STORES

# Swagman



THE GAME PS OWNERS HAVE DREAMT ABOUT



**Utilize Zak and Hannah's tag-team abilities to navigate through Swagman.**

**THEME**

Adventure



**# OF PLAYERS**

1



**# OF LEVELS**

10



**CHALLENGE**  
Difficult

**PUBLISHER**  
Eidos Int.

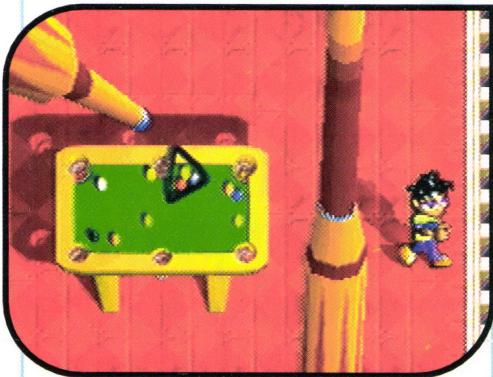
## FAST FACTS

Other recent PS games to include dream imagery include *The City of Lost Children* and *Sentient*, both by Psygnosis.

Very often game developers, for whatever reason, seem to seize upon a common theme. Perhaps it is coincidence, or perhaps it is indicative of something percolating beneath the surface within our collective unconscious. The most recent theme to preoccupy programmers seems to be the world of dreams. (Perhaps this is due to all the sleepless nights developers are forced to endure as release dates rapidly approach.) First Sega released *NIGHTS*, an innovative flying game set in a colorful dream world. Then Psygnosis created *The City of Lost Children*, a dark fairy tale about an evil scientist who kidnaps children to steal their dreams. Now Eidos Interactive delivers *Swagman*, the story of Zak and Hannah, two rambunctious twins chosen to protect the good dreams of mankind. It seems the evil Swagman has imprisoned the Dreamfly and the 10 members of her Dream Flight, who visit slumbering people in their beds to deliver good dreams. Without the Dream Flight, the villainous Swagman is free to run rampant, spreading nightmares and restless sleep at will. It is up to a pair of intrepid 8-year-olds to rescue the Dreamfly and her court and banish the Swagman forever.

The action takes place in 10 different levels, spanning 17 different locations, all viewed from an overhead, Zelda-like perspective. One of the more interesting aspects of the game is the way players are free to jump back and forth between the Real World, the waking world we all know and love, and Swagman's Territories, a nightmarish dreamscape reminiscent of the alternate

reality created by Tim Burton in the film *Beetlejuice*. This is accomplished by stepping through special Mirror Warps hidden throughout the game. In the Real World, Zak and Hannah are their familiar selves; however, when they



cross over into Swagman's Territories, they are transformed into grotesque DreamBeasts, who possess all new powers.

Players are free to switch between Zak and Hannah at will. They must learn the relative strengths, weaknesses and special abilities of each twin, if they hope to decipher Swagman's brain-bending puzzles.

PlayStation owners who like stylized graphics

## A PAIR OF RAMBUNCTIOUS TWINS MUST SAVE MANKIND

or challenging puzzles won't want to be caught sleeping when Swagman hits a store near them.





now playing

# Wild Arms

A GAME ROLE-PLAYING FANS ARE SURE TO GO WILD OVER

The recent surge in role-playing games is one that many PlayStation owners say is long overdue. But a wave of RPGs is on its way, and each looks every bit as good as the next. One of the more interesting-looking titles is Sony's Wild Arms, a Japanese RPG with a host of new and innovative features.

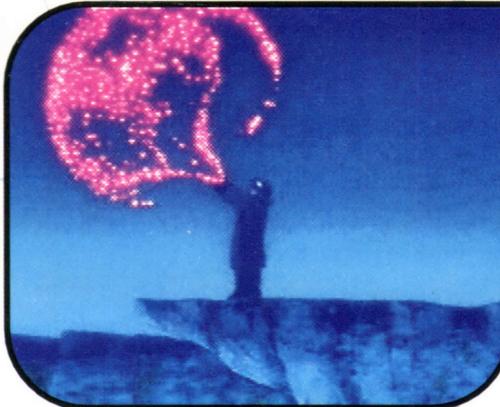
The game is set in the world of Filgaia. Once a planet driven by technology, Filgaia was laid to waste by an invasion of

the evil Metal Demons. One thousand years have passed since that time, and still the Filgaians have not recovered their lost technology. Content to live out their lives in quiet farm towns surrounded by miles of countryside, the people have let stories of technological achievements fall into the world of myth, the Metal Demons all but forgotten. Unfortunately, the Metal Demons have not forgotten about Filgaia.

Players assume the role of one of three main characters: Rudy Roughnight is a young lad who has come into possession of one of the last vestiges of lost technology, a small but powerful hand cannon; Jack Van Burace is a reckless mercenary swordsman; and Cecilia Lynn Adelhyde is a young princess trained in magic who works with strange and mysterious powers. Each of the different characters has a completely separate story line, with different powers and different quests.

The story is advanced by speaking to different characters, solving puzzles of varying degrees of difficulty, and, of course, fighting through caves and castles.

The game itself is loaded with an impressive array of options.



Players are able to customize the menu and icon appearances to suit their liking. Magic spells are designed from the ground up, constructed by combining different "seals" to produce different effects.

Players will even be able to develop their own home towns, a nice feature that is part of what makes



Gamers think super-deformed characters look like escapees from Mom's Precious Moments collection.

## SPELLS ARE CONSTRUCTED BY COMBINING DIFFERENT 'SEALS'

other RPGs like Suikoden so successful.

The graphics are presented in the "super-deformed" Japanese anime style, a form that draws mixed response from American gamers. The game switches from the standard RPG overhead view to battle scenes with 3-D polygonal characters. Attacks, defenses and magic spells are all fully animated, giving the game more of an immersive feel than many RPGs.

Players can assume the role of one of three different main characters.



THEME
RPG
# OF PLAYERS
1
# OF LEVELS
N/A
CHALLENGE
Moderate
PUBLISHER
Sony

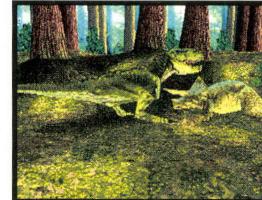
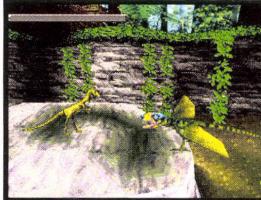
## FAST FACTS

RPG fans will be excited to learn Final Fantasy VII is scheduled for a Sept. 7 release and will cover three full CDs!

# The Lost World: Jurassic Park

**I**t began as a dream in the mind of one brilliant entrepreneur, an ambitious experiment with earth-shattering consequences. He set out to break the most fundamental laws of nature, to play God in a sense, giving life to the bones of beasts long dead through the magic of technology. When these awesome creatures once again walked the Earth, he would chain them, merchandise them and present them to the public for an exorbitant fee. Jurassic Park would be a theme park for the next millennium, a 65-million-year-old zoo populated with genetically engineered dinosaurs. He thought he could keep them under his thumb, force them to make money for him, and prevent them from getting out of control. One thing he neglected to take into consideration: Nature finds a way.

He learned his lesson eventually, at the price of many lives lost, and he ultimately left his pets to perish on their tiny island, dying from the lack of a vital nutrient which he had introduced into their food supply. It was a harsh display of nature's fury, but a lesson that none involved would soon forget. As they left the island for the last time,



they took with them memories of a horror that no human had ever before experienced. But at least, they thought, the nightmare was over.

Wrong again. Although the dinosaurs had been engineered so that they would die without a certain rare element, there are certain species of plants with a particularly high concentration of that very element. Eaten in large enough amounts, such plants are acceptable



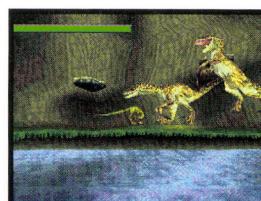
Players will do battle with history's most ferocious beasts.

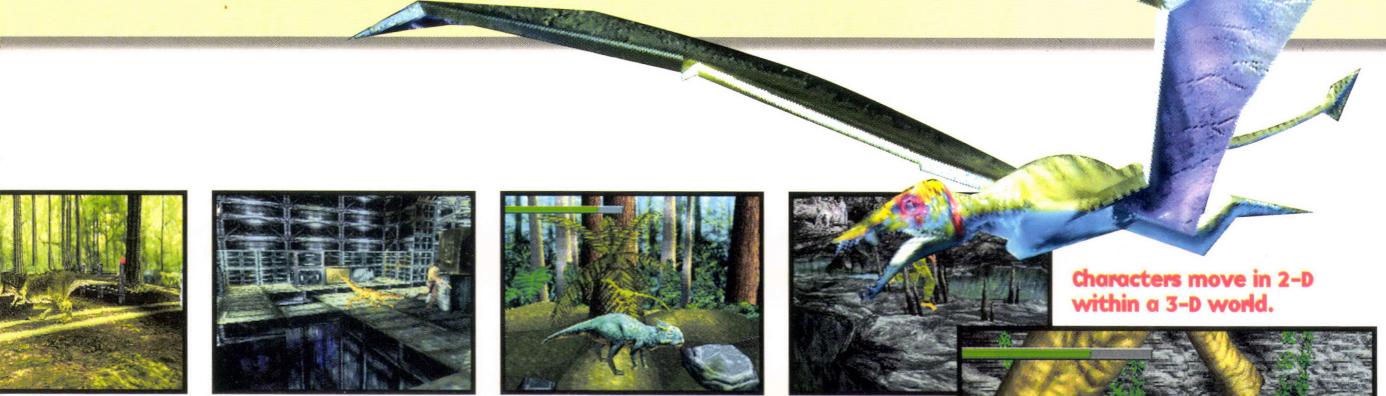
unravel the mystery of these strange reptile sightings. Heated debates spring up within the scientific community, with theories ranging from simple to the truly bizarre. Through it all, the arguments keep coming back to an old theory called the Lost World Hypothesis. It seems that scientists have long speculated on the existence of a "Lost World," a geographical area completely separated from the outside world which could harbor species extinct elsewhere. Little did they know how correct they were.

Now, those who know of the existence of Jurassic Park must head back to the island to put an end to the horror once and for all. It's man versus dinosaur in a struggle that could end in total extinction—for either race. And this summer, PlayStation owners will be able to choose sides in this battle with the release of *The Lost World: Jurassic Park*.

substitutes for the food supplements provided on the island. And now strange reports are surfacing from the mainland, reports of creatures that should not exist roaming through the jungles of Costa Rica. It appears that the unthinkable has happened: Something has survived.

Meanwhile, elsewhere in the world, scientists with no knowledge of the top-secret Jurassic Park are trying to





**Characters move in 2-D within a 3-D world.**

Like Spider or Pandemonium!, *The Lost World* will be essentially a two-dimensional action game in a three-dimensional setting. This game, however, will have a number of features never seen before. Gamers will have a chance to play as one of three dinosaurs: the *compsognathus*, a small, ostrich-like scavenger with a mean disposition; the *velociraptor*, an intelligent, man-sized carnivore; or the great *Tyrannosaurus Rex*, an immense meat-eater that was

the most feared hunter of its day. Players will also be able to assume the role of one of two humans as they battle these ferocious beasts.

Gamers will encounter over 20 different species of beautifully animated dinosaurs that walk, run, jump and even swim through 24 different environments, each creature moving with incredible realism straight out of an archaeologist's nightmare. Every character will have over 80 different animations, giving them an entirely believable array of movements. Each species of dinosaur will have its own personality, from the hyperactive "compy" to the plodding and deliberate T. Rex.

The game will be populated with characters illustrated with the help of a new type of polygon technology. The developers constructed the creatures using standard polygonal models, but then built a "skin" around the polygons to hide the breaks between them.

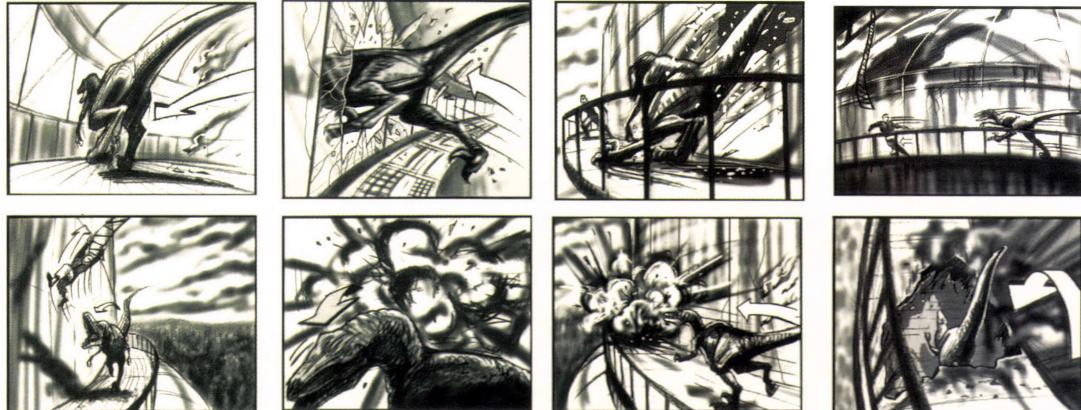


"Stretching" with the polygon movement, this skin gives the characters a more realistic look than any other game and makes them much more believable, even when viewed up close.

Attempts were made to turn the original *Jurassic Park* movie into a console game, with mixed results. Even though the gameplay at this early stage is a bit sketchy, it is clear that *The Lost World* will have a lot to offer on all levels of play. If nothing else, the spectacular graphics should put this game in a world by itself. This is one title that's sure to stand the test of time.



## Building the perfect beast



This storyboard shows concept artwork for *The Lost World: Jurassic Park*. Unlike some console adaptations of films, the game will depart significantly from the plot of the movie.

# OF PLAYERS	1
* OF LEVELS	24
CHALLENGE	Moderate
DEVELOPER	DreamWorks Int.

# Vandal Hearts

**K**onami is looking for another RPG hit with the release of *Vandal Hearts*. The company responsible for *Suikoden* is no stranger to the world of role-playing games, only this time they are taking a slightly different approach. This game presents a different side of RPG titles, delivered in a style that is truly unique.

Although all the standard elements of traditional role-playing games are here, they are presented in a decidedly non-traditional style. Many games rely heavily on plot, using interaction between characters to advance the story. *Vandal Hearts* has a very extensive story environment, setting players in a world on the brink of anarchy. You serve a government that has begun to stagnate and come apart at the edges, trying desperately to reunite a people who have lost



their vision. Talk to any of the characters in the local tavern and you will see that the people are possessed of a growing unrest, putting the nation in an uneasy state. It is a world poised at the cusp of a history-making event, and everything hinges on the player's actions.

With such a setting, one might expect a dialogue-based adventure of political intrigue. Although this is part of the story of *Vandal Hearts*, it is by no means the primary part. The game relies heavily on Konami's unique 3-D battle system, which sets

players on a multilevel

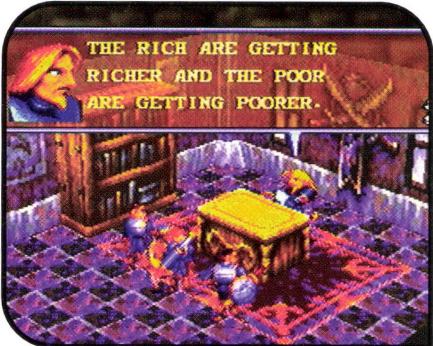
battlefield surrounded by enemies on all sides. Players can choose to move their character freely within the battlefield, use magic, prepare their equipment and attack from long or short range. Players control each character individually, but the presentation gives the feel of a classic game of strategic warfare. This is not a game for players who find RPG-style

battle tedious! Every attack is animated in great detail, from the draw of a bowstring to the great gout of blood as an enemy perishes. Unlike many RPGs, every attack is accompanied by a counter-strike, a point that sticklers for realism will appreciate.

Between battles, players can visit towns to replenish their supplies and to pump the villagers for information. Among the town locales are the weapons shop and the ever-popular tavern. All town transactions are presented through a series of static menus, proving that this game's emphasis lies far more strongly in the direction of strategic battle.

Although the battle is key, there is a great deal of dialog in this game, often presented in a refreshingly light-hearted style. Many of the characters are humorous caricatures of RPG stereotypes, and the interaction between them is often surprisingly entertaining.

All in all, *Vandal Hearts* looks to be a departure from the standard RPG formula. Keep your eyes open for more on this game.



With long-range weapons, players can attack from virtually any distance and in any direction.



Cinemas lead players through the epic story.

# OF PLAYERS	1
* OF LEVELS	N/A
CHALLENGE	MODERATE
DEVELOPER	KONAMI

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# Lethal Enforcers

**T**he recent rerelease of arcade classics from Namco, Atari and Williams created a mini boom in retro gaming. Since then, other companies with more dubious gaming credentials have scurried to rerelease compilations of their own "classics." One company that remained curiously silent until now was Konami. This company has enjoyed a long and prosperous history, and its many



home and arcade hits have solidified Konami's reputation as one of the industry's all-time greats. Considering such enviable accomplishments, Konami was long overdue in releasing a compilation of some of its hits, which the company finally has chosen to do with the upcoming release of the arcade shooting classics



Lethal Enforcers and Lethal Enforcers II: Gun Fighters.

Lethal Enforcers I and II swallowed more than a few quarters during their heyday and helped establish many of the conventions used by today's hottest gun games, such as Time Crisis and Virtua Cop. In Lethal Enforcers, players walked the beats of metropolitan cops, sworn to protect their city from a ruthless gang. Players had to blast their

way through five stages, including a bank robbery, an airline hijacking and a drug lab. Lethal Enforcers' digitized enemies and backgrounds were revolutionary at the time, and the game featured such innovations as car chases, frightened civilians, hidden power-ups and level bosses.

In Lethal Enforcers II: Gun Fighters, players traded in their service revolvers and steel shields for six shooters and tin stars. The game was set in the Wild West and had larger characters and more on-screen enemies than the previous game. Like its predecessor, Lethal Enforcers II included a bank robbery as well as a saloon shootout, a stagecoach chase and a train robbery.

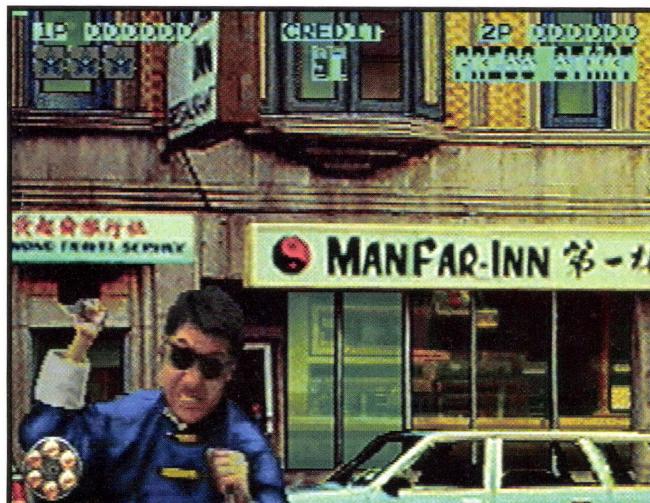
Lethal Enforcers' graphical and gameplay innovations aside, the game is assured a place in history for an entirely different reason; when Congress first voiced concerns about violence in video games, one of the titles they invariably mentioned

was Lethal Enforcers. This was largely due to the fact that the game's digitized villains presented a level of realism previously unseen in a video game. Lethal Enforcers' frightened civilians also howled in pain when shot, further distressing Congress.

Although Lethal Enforcers I and II may lack the graphical punch



**Lethal Enforcers'**  
digitized enemies  
fueled the debate  
about violent  
games.



of today's shooters, they have loads of replay value and offer nostalgic PlayStation owners a trip down memory lane. Although many gamers may already own Sega's less-than-perfect version of the game produced for their ill-fated CD peripheral, they may want to give this newer, more authentic rendition a look.

# OF PLAYERS  
1 OR 2  
# OF LEVELS  
10  
CHALLENGE  
VARIABLE  
DEVELOPER  
KONAMI

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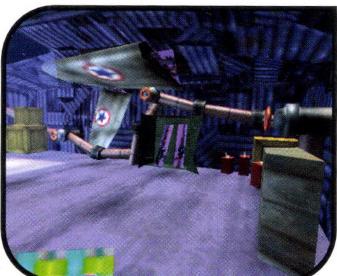
# Clayfighter 3: Extreme

**O**riginally intended to be one of the M2's (Matsushita's 64-Bit game system) launch titles, Clayfighter 3 finally will be seeing the light of day—on the PlayStation.

As many 16-Bit fighting fans will recall, Clayfighter was a lighthearted spoof of the fighting genre, which had been treated way too seriously up until that point. Created by Interplay, Clayfighter and its sequel, Clayfighter 2: Judgement Clay, starred a number of whimsical fighters, painstakingly molded from clay and digitized frame by frame against a blue screen. Clay backgrounds also were created to provide an arena for the

action, which was unconventional to say the least. The cast of characters included an Elvis impersonator, a snowman with an attitude, a psychotic clown, a scarecrow and a green pile of goo that morphed into such objects as a giant boot, which would stomp on unsuspecting opponents.

Fans of the series (we know you're out there) will be excited to know many of their old favorites and



Clayfighter 3 will have polygonal backgrounds.

a whole crop of new ones will be appearing in Clayfighter 3. Some of the new fighters include a chicken-hurling witchdoctor, a Rambo-esque cybernetic rabbit, a wine-swilling bum with trashcan armor, a mad scientist with a machine gun for a hand, and a trio of monstrous children who form a human pyramid to measure up against opponents. Not even venerable cultural icons are exempt from parody; Lady Liberty and a sumo-like Santa Claus (Too many gingerbread men, St. Nick?) will be able to face off in Clayfighter 3.

If that weren't enough, two of Interplay's most famous characters, segmented superhero

Earthworm Jim and Mr. Mucus himself, Boogerman, will be making cameo appearances in Clayfighter 3, possibly as hidden characters. Interplay may save players the hassle of inputting secret codes and make these two fighters selectable from the beginning. This would make a great deal of sense, since the two undoubtedly will be among the game's most popular characters.

Expect plenty of unconventional attacks and humorous sight gags when Clayfighter 3 hits stores. One thing that isn't funny, as fans of the series can attest, is Clayfighter's action, which is as fast and hard-hitting as any mainstream fighter on the market.

**Clayfighter 3**  
lampoons many  
characters and  
moves from  
more "serious"  
fighting games.

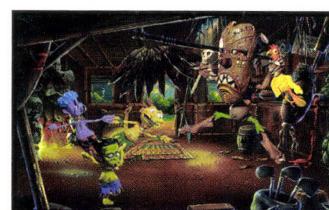


# OF PLAYERS  
1 OR 2

# OF LEVELS  
N/A

CHALLENGE  
VARIABLE

DEVELOPER  
INTERPLAY



# War Gods

**W**ar Gods failed to make a big splash at the arcades, but Midway has been hard at work making gameplay refinements for the PlayStation version.

For those of you unfamiliar with the game, War Gods is a 3-D polygonal fighting game. The game's moves, combo system and overall look bear more than a casual resemblance to Midway's most popular fighting series to date, Mortal Kombat. In fact, many have speculated that War Gods was developed as sort of a "dry run" for the 3-D Mortal Kombat game, slated for release sometime during 1997.

During the formation of the Earth, a highly advanced being was traveling through our solar system, carrying a load of a life-giving substance, known only as "The Ore." The being's space-craft crash-landed on our world, scattering its precious cargo around the globe. Over the eons, a select group of humans, chosen by blind fate or divine providence, came into contact with the strange substance, forever altering their destinies...

Like Mortal Kombat, the developers at Midway filmed live actors to create the fighters; however, the video images were used to create a sort of "skin" that was texture-mapped over

each character's polygon "skeleton." The result is a visually satisfying fighter that definitely will interest gamers who have yearned for a game that features the freedom of movement of a 3-D fighter with moves, specials, combos and fatalities similar to the highly popular Mortal

Kombat series.

The cast of characters includes a Viking goddess (played by real-life goddess Kerry Hoskins), an Egyptian king, a futuristic cyborg, a Mayan priest, a stone idol, a Kabuki warrior and a decaying voodoo practitioner fond of torturing doll versions of his opponents. A contemporary soldier, a leather-clad witch (also played by Hoskins) and a Roman warrior round out the



Playmate Kerry Hoskins returns for another Midway fighting game. Joy!



cast of characters.

Despite its sharp looks and flashy action, War Gods was pulled from arcades after an unusually short run. In fact, many gamers may have missed it entirely. Thankfully, Midway is really taking their time to fine-tune War Gods before releasing it for the PlayStation. Many of the projectile attacks seen in the beta version of the game still suffer from pixelation. Hopefully Midway will take steps to correct this as well.

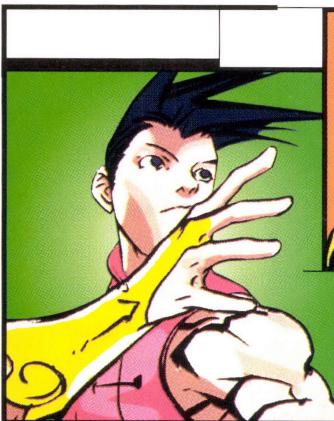
Fans of bloody fighting games or anyone wanting to see a sneak peek of what Mortal Kombat 3-D might be like should check out War Gods.



# OF PLAYERS
1 OR 2
# OF LEVELS
N/A
CHALLENGE
VARIABLE
DEVELOPER
MIDWAY HOME ENT.

# SPECIAL FEATURE 3 SPECIAL FEATURE 3

THE NEXT GENERATION OF FIGHTERS EVOLVE...



# STREET FIGHTER NEW GENERATION

by Gary Mollohan

As many avid arcade gamers know, the JAMMA (Japan Amusement Machinery Manufacturers Association) Show is where video game manufacturers gather once a year to showcase their latest and greatest games, generally expected to dominate arcades the following year. Regular visitors of the show know to expect surprises, but nothing could prepare attendees of last year's show (held from Sept. 12-14 in Chiba, Japan) for the

two aces Capcom had been holding up their sleeve: not one, but two new Street Fighter games! Gamers finally caught a glimpse of Street Fighter EX, the long-rumored polygonal version of Street Fighter. However, the game that really captivated the crowd was Street Fighter III, the

All screen shots are from the arcade version.

# SPECIAL FEATURE 3 SPECIAL FEATURE 3



Ryu and Ken are the only returning characters in SF III.

true successor to Capcom's 2-D fighting flagship.

Street Fighter III incorporates many of the innovations introduced by several of Capcom's more recent fighters, such as DarkStalkers, Marvel Super Heroes and Street Fighter Alpha. The game uses Capcom's new CD-driven CPS III arcade hardware, which is impressive to say the least. The CPS III boasts 776 Meg of RAM, 64 colors per sprite, and is capable of displaying nearly 500 frames of 2-D animation per character.

The biggest revelation is that only two characters from the Street Fighter series will be returning for SF III. Shotokan masters Ken and Ryu will continue their quests to become the ultimate world warrior against

an all-new group of challengers, hence the subtitle, "New Generation." The two have a more mature look and have learned a variety of new moves since SF II. Although they remain the best of friends, their fighting rivalry seems to have

grown even more intense; during the game's intro, a victorious Ken is seen standing over a bloodied and fallen Ryu! Ken and Ryu's new opponents include Dudley, a wealthy businessman with a love for the "sweet science"; Alex, a brawler from New York who fights like a cross between Zangief and Birdie; Elena, a lanky jungle queen who attacks only with her feet; Necro, a Russian rubber man with more than a casual resemblance to Dhalsim; and Oro, a 140-year-old hermit so confident of his skills he fights with one arm tied behind his back! A pair of skateboarding twins, a female ninja and a new Shotokan rookie round out the cast of characters.

Besides the improved animation and colors, SF III also features a zooming camera and scrolling backgrounds similar to those found in Street Fighter vs. X-Men, which scroll upward to follow the action as combatants take to the air.

These cosmetic enhancements certainly are welcome additions, but serious fight fans crave gameplay, and SF III has got it in spades. The word is Capcom created the Street Fighter Alpha series to showcase the personalities of their famous world warriors. With SF III, Capcom seeks to return the emphasis to where true fans know it belongs: deep, strategic gameplay. SF III abandons the flashy Custom

Combos found in Alpha 2. Alpha Counters and air blocking have fallen to the wayside as well. What players have gained is the ability to choose their favorite super moves, now called Super Arts. Characters possess three different Super Arts, governed by a new Super Arts Meter. SF III also has a new Stun Meter that allows you to anticipate when your character or your opponent is about to become dizzy. The length of this bar varies from character to character, based on each fighter's stamina. The world warriors also now have the ability to perform Aggressive Blocks, a combination of a dash and a block that, if timed right, will parry an oncoming attack. In addition to each character's unique moves, all of SF III's characters share many new abilities, such as forward and backward dashes, high and long jumps, and overhead attacks.

The question burning in the minds of PlayStation owners everywhere is whether or not Capcom will produce a home version of this instant classic. Skeptics claim a PS version is virtually impossible, considering Capcom abandoned a PS version of Street Fighter vs. X-Men due to RAM limitations; however, a P.S.X. source with close ties to Capcom assures us that a PS version of SF III definitely is in the works! Stay tuned to P.S.X. for the latest info on this hot brawler.





## HONE YOUR FIGHTING SKILLS WITH NAMCO'S NEW WEAPON-BASED BRAWLER



**T**ranscending history and the world, a tale of soul and swords, eternally told...

These words are the preamble to what is arguably Namco's most impressive fighter to date, Soul Blade.

Set in the 15th century, Soul Blade tells the tale of nine of the world's most skilled swordsmen and women, each seeking to attain ownership of the world's most powerful and feared sword, the Soul Blade. To claim it, they must defeat its equally terrible owner, Cervantes. Unbeknownst to the combatants, this evil pirate has his own dark agenda; each person slain with Cervantes' sword loses his soul, increasing the power of his awesome blade.

Among the challengers are a wandering swordsman, a Greek princess, a female ninja, a German knight, an axe-wielding barbarian, a master of the bladed nunchaku and a blind mute with knives for hands.

He who seeks to win the Soul Blade must be swift of sword and pure of heart, or he will win his prize at a very high cost; legend says that the sword has been known to overpower any owner with less-than-noble intentions, making him the true instrument of destruction...

by Dave Malec  
and Gary Mollohan



### PLAY AS SOUL EDGE

What kind of a respectable fighting game wouldn't allow you to play as the final boss? To play as Soul Edge, simply beat the game with each of the characters. Before attempting this, go into the Option Menu and make sure the game is set on all of the default settings or the trick won't work.



### ADDITIONAL OUTFITS

There are a couple of additional outfits that you will be able to acquire during the game. Play through the Edge Master Mode and beat it with Sophitia and Siegfried to receive an alternate look for both characters.



#### MOVES GUIDE

- A - Weak Slash
- B - Strong Slash
- K - Kick
- G - Guard

Tap the D-Pad in the indicated direction.



Hold the D-Pad in the indicated direction.





Samurai Slash  
 Samurai Slashes  
 No Escape  
 Slice & Dice  
 Wind Storm  
 Samurai Slash ★  
 Looping Cutter  
 Darkside  
 Nut Locker  
 Gentle Wave  
 Tiger Sweep  
 Shin Slicer  
 Shoulder Cutter  
 V-Cutter  
 Triangle Cutter  
 Sudden Wind  
 Wipe Out  
 Wasp Stinger  
 Shoulder Charge  
 Shoulder Cutter ★  
 Let It Roll  
 Thunder Strike  
 High Kick  
 Middle Kick  
 Side Kick  
 Charging Lance  
 Wood Chopper  
 Coiling Snake  
 Leg Sweeper  
 Division Bell  
 Division Loop  
 Division Slash  
 Trooper  
 Rocket Kick  
 Steel Slicer  
 Phoenix Tail  
 Silent Step  
 Division Bell ★  
 Division Loop ★  
 Division Slash ★  
 Trooper ★  
 Rocket Kick ★  
 Sliding Kick  
 Sea of Madness  
 Hell Striker  
 Neck Chopper  
 Reversal Attack  
 Final Strike  
 Hammer of God  
 Ticket to Styx  
 Cross the Styx

A  
 A,A  
 A,A,A  
 A,A,▼+A  
 A,A,B  
 ▷+A  
 ▷+A,▼+A  
 ▷+A,B  
 ▲+A  
 ▽+A  
 △+A  
 ▲+A  
 B  
 B,B  
 B,B,A  
 B,B,A,▼+A  
 B,B,A,B  
 ▷+B  
 ▲+B  
 ▽+B  
 △+B  
 K  
 ▷+K  
 ▲+K  
 △+K  
 ▲+K,B  
 ▽+K  
 △+K,B  
 Getting up A  
 Getting up A,▼+A  
 Getting up A,B  
 Getting up B  
 Getting up K  
 A+B  
 ▷+A+B  
 ▲+A  
 ▽+A  
 △+A,▼+A  
 △+A,B  
 ▲+A  
 ▽+A  
 △+A,K  
 Running K  
 A+G  
 B+G  
 From behind A+G  
 ▷+A+G  
 When foe's down ▲+B  
 A+B+K, ▷+A+G  
 A+B+K, ▷+A+G

Mitsurugi

Li Long

\* indicates different moves having the same names.

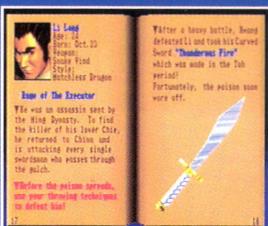


Art of Snake  
 Twin Snakes  
 Thunderstorm  
 Whipping  
 Whiplash Kick  
 Whiplash Low Kick  
 Whiplash Pain  
 Victim of Snake  
 Dragon's Beat  
 Rattlesnake Bite  
 Python Squeeze  
 Boa Bite  
 Viper Venom  
 Fortress of Hydra  
 King Cobra  
 Serpent Dance  
 Hydra's Fire  
 Komodo Dragon  
 Tricky Venom  
 Hot Stuff  
 Rope Attacher  
 Rope Skipper  
 Double Stab  
 Art of Dragon  
 Twin Dragons  
 Hailstorm  
 Sadistic Cross  
 Drum Beat  
 Aiming Snake  
 Snake Venom  
 Sun and Steel  
 Drum Solo  
 Drum Roll  
 Drum Fire  
 Whipping Fury  
 Dragon Attack  
 Air Splitter  
 Punisher Whip  
 High Kick  
 Twin Harpoon  
 Harpoon Driller  
 Rising Dragon  
 Round Kick  
 Middle Kick  
 Low Spin Kick  
 Rising Kick  
 Monkey Magic  
 Turn Around  
 Dragon's Elbow  
 Dragon's Knuckle  
 Hard Strapper  
 Blood Sucker  
 Somersault Kick  
 Crab's Claw  
 Crazy Windmill  
 Dangerous Driver  
 Hell's Throat  
 Body Crusher  
 Reversal Attack  
 Striking Pose  
 Circle of Destruction  
 Fire and Brimstone



## EDGE MASTER MODE

Namco continues its tradition of producing better-than-the-arcade PlayStation conversions with the inclusion of Soul Blade's exclusive Edge Master Mode. In this mode, the player travels the globe, performing a number of Herculean tasks, such as defeating an opponent only with throws or facing four consecutive opponents in a gladiator arena. Characters are rewarded with a variety of new weapons as they proceed on their quests.





*Seung Min Siegfried*



# **COSTUME CONTEST**

Namco sponsored a contest in Japan that allowed Soul Edge (arcade title) fans to submit drawings of their favorite characters wearing original costume designs. The best of these were incorporated into the PlayStation version of the game. Among these were a Scottish kilt for Sophitia and a Wolf headdress for Rock. Players can access many of these alternate costumes by beating Edge Master Mode twice with a particular warrior.

Drop Kick  
Spin Kick  
Sledgehammer  
Shoulder Charge  
Brutal Smack  
Hurricane Slash  
Nightmare Throw  
Flapjack  
Stomping  
Earth Divide  
Command of the Blade



**Fly Flapper**  
**Triangle Flap**  
**Fly Flipper Kick**  
**Sparrow's Rush**  
**Rising Sparrow**  
**Burning Sparrow**  
**Lightning Sparrow**  
**Flashing Sparrow**  
**Crazy Seesaw**  
**Bad Attitude**  
**Dancing Souls**  
**Sleeping Souls**  
**Breathtaker**  
**Xylophonist**  
**Spinning Sparrow**  
**Weed Waster**  
**Running Free**  
**Garden Plover**  
**Sheep Chaser**  
**Meteor Shower**  
**Triple Wave**  
**Art of Heaven**  
**Art of Earth**  
**Fire Dance**  
**Spear**  
**High Tide**  
**Rip Tide**  
**Low Tide**  
**Enchanted Spear**  
**Skyscraper**  
**Big Dipper**  
**Keep Away**  
**High Kick**  
**Skull Crusher**  
**Middle Kick**  
**Spinning Low Kick**  
**Round Kick**  
**Boomerang Kick**  
**High Hoops**  
**Rocket Launcher**  
**Moon Crusher**  
**Earth Crusher**  
**Spinning Squirrel**  
**Ace High**  
**Pan Flipper**  
**Sliding Kick**  
**Starlight Explosion**  
**Orion Express**  
**Star Destroyer**  
**Baton Twirler**  
**Twister**  
**Axle Kick**  
**Burning Free Wheel**  
**Rail Crusher**  
**Seek and Destroy**  
**Shoulder Breaker**  
**Knee Crusher**  
**Killing Vault**  
**Crystal Cyclone**

A, A, A, A, K  
A, A, A, A, A, K  
A, A, A, A, ▼+K  
A, A, B  
A, A, K  
A, ▷+A  
A, ▷+A, A  
A, ▷+A, A, K  
A, ▷+A, A, ▼+K  
►+A  
►+A, K  
▲+A  
▼+A  
▲+A  
  
B  
B, B  
B, B, B  
B, B, ▼+A  
B, A  
B, ▼+A  
B, K  
►+B  
►+B, B  
►+B, A  
►+B, ▼+A  
◀+B  
◀+B, ▼+A+B  
◀+B  
▼+B  
  
K  
►+K  
◀+K  
▼+K  
◀+K  
▲+K  
◀+K  
►+K  
►+K, K  
►+K, K, K  
Getting up  
Getting up  
Getting up  
Running K

**A+B**  
**A+B, ▶+A**  
**A+B, ▶+A, B**  
**A+B, A+B**  
**▲+A+B**  
**B+K**  
**◀B+K**  
**A+G**  
**B+G**  
**From behind**  
**When foe's down**  
**▼A+B**  
**A+B+K, ▲◀R+E**

Slash	A
Double Slash	A, A
Spiral Attack	A, B
Eagle's Flap	A, ▼+A
Wheel-Turner	►+A
Middle Slash	▲+A
Under Slash	▼+A
Back Spin Slash	◀+A
Royal Crash	B
Royal Crasher	B, B
Brain Smasher	B, B, B
Man Slaughter	B, B, K
Crosscutter	B, ▼+A
Brainstormer	B, K
Drilling Horn	►+B
Cannonball Lifter	▲+B
Royal Crasher	▼+B
Head-but	◀+B
Double Head-but	◀+B, A
Triple Head-but	◀+B, A, B
Overkill	►+B
Mortal Slaughter	►+B, ▲+B
Invader	◀◀+B
Blackmail	◀◀+B, B
High Kick	K
Side High Kick	►+K
Middle Kick	▲+K
Double Lancers	▲+K, K
Unicorn's Charge	▲+K, K
Low Kick	▼+K
Brutal Kick	►►+K
Edge of Blade	Getting up A
Spiral Blade	Getting up A, A
Cannonball Lifter	Getting up B
Rising Kick	Getting up K
Sliding Kick	Running K
Drop Kick	Running B+K
Spin Kick	A+K
Sledgehammer	►► A+B
Shoulder Charge	►+B+K
Brutal Smack	A+G
Hurricane Slash	B+G
Nightmare Throw	From behind A+G
Flapjack	▼+A+G
Stomping	▲+K, K, K, K
Earth Divide	▼◀►+B
Command of the Blade	A+B+K, ▼◀►+B+K



Shears  
 Shears Clap  
 Mutilator  
 Life Stealer  
 Dark Shredder  
 Black Masquerade  
 Plower  
 Cutting Fire  
 Blind Blade  
 Orbiting Moon  
 Blind Spin  
 Meat Stabber  
 Meat Driller  
 Rat Chase  
 Rat Chase and Kick  
 Meat Driller and Kick  
 Shooting Blade  
 Killer X  
 Witch Hunt  
 Stomach Slicer  
 Total Eclipse  
 Heaven's Swing  
 Power Slave  
 Demon Elbow  
 High Kick  
 Hungry Spider  
 Donkey Kick  
 Close to the Edge  
 Lift Up Kick  
 Scorpion Bite  
 TNT  
 Flying Saucer  
 Praying Mantis  
 Bloody Clap  
 Evil Bow  
 Leg Trap  
 Kaleidoscope of Pain  
 Monkey Flip  
 Psycho Spin  
 Deadly Rose  
 Lunar Dive  
 Humming Torpedo  
 Sliding Kick  
 Spinner  
 Creeping Death  
 Spider's Bite  
 Meat Grinder  
 Grave Digger  
 Turn Around  
 Wheel of Agony  
 Wheel of Fire  
 Puppet Master  
 Blood Follows Blood  
 House of Pain

A  
 A, A  
 A, A, B  
 A, B  
 A, B, A  
 A, ▼+B  
 A, K  
 ▷+A  
 ▲+A  
 ▲+A  
 ▲+A, A  
 ▲+A, A  
 ▲+A, A  
 ▲+A, A, A  
 ▲+A, A, K  
 ▲+A, K  
 B  
 B, B  
 ▷+B  
 ▲+B  
 ▲+B  
 ▲+B  
 ▲+B, B  
 ▷+B  
 K  
 ▷+K  
 ▲+K  
 ▲+K  
 ▲+K  
 ▲+K  
 Getting up A  
 Getting up B  
 Getting up K  
 A+B  
 ▲+A+B  
 ▲+A+B  
 ▷+A+B  
 ▷+A+B+K  
 ▷+A+B+G  
 ▷+A+B+G, K  
 A+K  
 Crouch forward A+B  
 Running A  
 Running K  
 A+G  
 B+G  
 From behind A+G  
 ▽▲ B+G  
 When foe's down ▲+A, A, R  
 ▽▲  
 ▽▲ A+B  
 ▽▲ A+B, ▲+B  
 ▽▲ ▲+A+B  
 ▽▲ +A  
 A+B+K, ▲ ▽+A+B



### PRACTICE MODE

Like Tekken 2, Soul Blade has a Practice Mode for players to hone their skills; however, Soul Blade's is far more customizable, featuring 13 different options. Opponents can be directed to crouch, to sidestep or to attack only with kicks, among other options.



Slash  
 Double Slash  
 Cut-to-Pieces  
 Brutal Slash  
 Bear's Hunt  
 Ax Gripper  
 Ax Swings Down  
 Tidalwave  
 Demolition Strike  
 Woodcarver  
 Power Cut  
 Discus Thrower  
 Lumberjack  
 Tornado  
 Smash  
 Rock Reverse  
 Piston Attack  
 Fly Swatter  
 Elephant Tusk  
 Elephant Trunk  
 Bury the Stake  
 Head-butts  
 Battle Ax  
 High Kick  
 Rock Climber  
 Middle Kick  
 Wild Slash  
 Sweep Kick  
 Horizontal Sweep Kick  
 Buffalo's Charge  
 Brutal Smash  
 Royal Hunt  
 Stomach Smack  
 Sliding Kick  
 Great Sky Splitter  
 Pouncer

Rock Thrower  
 The Conqueror  
 Atomic Drop  
 Falling Rock  
 Wishbone  
 Fullmoon Fever  
 Devastator  
 Heart Exploder

From behind A+G  
 ▽▲ ▽+B+G  
 When foe's down +K  
 ▽▲ ▽+B+K  
 A+B+K, ▲ ▽▲ +A+G  
 A+B+K, ▲ ▽▲ +B+G



Use Guard Impacts (forward plus Guard) to parry oncoming attacks. Watch for your character to flash, then strike your recoiling foe.



# Sophitia



Taki



**First Strike**  
**Second Strike**  
**Final Strike**  
**Silent Shadow**  
**Silent Dancer**  
**Silent Screamer**  
**Angel's Punishment**  
**Silent Rage**  
**Angel Arrow**  
**Angel Hunt**  
**Primal Scream**  
**Maiden Revenge**  
**Slasher**  
**V-Slasher**  
**The Conductor**  
**Justice of the Peace**  
**Holy Slash**  
**Holy Comet**  
**Holy Strike**  
**Permanent Exile**  
**Sunrise Slice ★**  
**Sunrise Slice**  
**Moon Eclipse**  
**High Kick**  
**Holy Horns**  
**Kaleidoscope Kick**  
**Paradise Kick**  
**Hooked On You**  
**Middle Kick**  
**Lion's Tail**  
**Moon Flip ♦**  
**White Flash**  
**Angel's Spiral**  
**Angel's Dive**  
**Angel's Flip**  
**Silent Step**  
**Angel Strike**  
**Holy Step**  
**Iron Butterfly**  
**Athens Upper**  
**Goddess Salute**  
**Angry Spirit**  
**Moon Kick**  
**Holy Arrow**  
**Shield of Justice**  
**Sliding Kick**  
**Sunshine Flip**  
**Widow Maker**  
**Angel's Heaven**  
**Heaven to Hell**  
**Backdraft**  
**Reversal Attack**  
**Nightmare Stab**  
**Guardians of the Law**  
**Soul Asylum**  
**Asylum of Fire**

A  
 A,A  
 A,A,A  
 A,A,▼+A  
 A,A,A,K  
 A,A,B  
 A,A,K  
 A,A,▼+K  
 ▷+A  
 ▲+A  
 ▼+A  
 ◀+A  
 B  
 B,B  
 B,B,B  
 B,B,A  
 B,B,▼+A  
 B,B,▼+K  
 B,B,A,B  
 ▷+B  
 ▲+B  
 ▼+B  
 ◀+B  
 K  
 K,K  
 K,K,▼+K  
 K,K,▼+K  
 ▷+K  
 ▲+K  
 ▼+K  
 ▷+K  
 ▲+K  
 ▼+K  
 ▷+K,A  
 ▲+K,B  
 ▼+K,K  
 ▷+K  
 ▲+K  
 ▼+K  
 ▷+K  
 ▲+K  
 ▼+K  
 Getting u  
 Getting u  
 Getting u  
 Crouching L  
 Crouching L  
 Running  
 A+K  
 A+G  
 B+G  
 B+G,▼+A  
 From beh  
 ▲+A+G  
 When foe's  
 ▲+▲+A,B  
 A+B+K,▼  
 A+B+K,▼

# **BATHING BOOTY**

+K Here is a fine example of Japan's more relaxed attitude toward nudity in video games. In the Japanese version, a fully nude Sophitia is seen taking a dip. For the U.S. release, Namco dressed its bathing beauty in a white gown. A minor difference, but one that makes purists really cringe...



**Each character possesses his/her own Critical Edge attack. These four-hit combos inflict massive damage but deplete 1/3 of your sword's strength.**

Silent Slash	A
Shadow Slash	A, A
Dark Slash	A, A, A
Shadow Ripper	A, A, B
Purple Wind	A, A, ▼+K
Double Ripper	A, B
Silent Wind	A, B, K
Dark Wind	A, K
Tricky Slash	►+A
Slash and Stab	►+A, B
Terrible Stab	►+A, B, B
Lightning Spark	►+A, B, B, B
Middle Slicer	▲+A
Low Blow	▼+A
Reaping Hook	►+A
Winding Top	►+►+A
Shoulder Cutter	B
V-Cutter	B, B
Lightning Strike	B, B, B
Flash of the Blade	B, B, A
Silent Storm	B, B, B, A, K
Hells Bells	B, A
Upper Crisscross	B, A, K
Middle Crisscross	B, A, ►+K
Low Crisscross	B, A, ▼+K
Blood and Bullets	B, K
Stargazer	►+B
Midnight Sun	▲+B
Shoulder Cutter ★	▼+B
Assassin's Strike	►+►+B
High Kick	K
Double Spinning Kick	K, K
Shooting Star	K, K, K
Hunting Shadow	K, K, ▼+K
Dark Shooter	K, K, A
Assassin's Kick	▲+K
Assassin's Kick Double	▲+K, K, K
Assassin's Kick Triple	▲+K, K, K
Windmill Kick	►+K
Spinning High Kick	►+K
Great Loop	▼+K, K
Whirlwind	►+►+K
Roll the Bones	▼+►
Death Spin	▼+►+►+B
Moon Orbiter	▼+►+►+B, K
Rolling Kick	▼+►+K
Heart Striker	Getting up
Diminisher	Getting up
Leaping Hook	Getting up
Sliding Kick	Running K
Deadly Roulette	A+K
Stalker	►+►+B+K
Back Crusher	A+G
Back Stabber	B+G
Mad Circus	From behind
Human Trampoline	▼+►+►+B+G
Reversal Attack	◀+A+G
Body Press	When foe's do
Haley's Comet	►+►+►+►+►+B
Wind of Death	A+B+K, ▼+A



Black Fire  
Black Flame  
Black Inferno  
Shadow Flare  
Metal Militia  
Head Snapper  
Death Scissors  
Infection  
Night Crawler  
Dark Slash  
Dark Ambition  
Dark Conqueror  
Fearless Wretch  
Prelude to Agony  
Imperial Fencer  
Imperial Knight  
Speeding Bullet  
Ground Shaker  
Sign of the Cross  
Sabertooth Tiger  
High Kick  
Monkey Kick  
Home Free  
Middle Kick  
Lost Horizon  
Spiral Kick  
Round Kick  
Leftovers  
Dark-Sided Kick  
Dark Deception  
Immortal Act  
Dark Shooter  
Dark Slash ★  
Scarfase  
Rush to Judgement  
Horizontal Sweep  
Demon Slaughter  
Unpleasant Desire  
Dancin' Goblin  
Self-Destruction  
Sliding Kick  
Chopstick Slam  
Marquis de Sade  
Elevator Drop  
Judgement of Death  
Heroic Act  
Hunter of Shadows

A  
A, A  
A, A, A  
A, V+A  
A, A, B  
►+A  
▲+A  
▼+A  
▲+A  
B  
B, B  
B, B, B  
B, B, V+A  
▲+B  
►+B  
►+B, B  
►+B, B, B  
▼+B  
▲+B  
►+B  
K  
K, ▲+K  
K, ▲+K  
▲+K  
►+K  
▼+K  
▲+K  
►+K  
►+K  
Getting up A  
Getting up B  
Getting up K  
A+B  
►+A+B  
►+A+K  
►+A+B  
►+B+B  
▼+A  
▼+A  
Running K  
A+G  
B+G  
From behind A+G  
When foe's down ▲+A+B  
►+A+B  
A+B+K, ►+A+K



**Excessive blocking depletes your Weapon Defense Meter, located beneath your Life Bar. Once it is totally depleted, your sword will break.**

Tree Cutter  
Tree Trimmer  
Tree Chopper  
Spiral Flame  
Nail Driver  
Glory Strike  
Thunder Steel  
Sidewinder  
Edge of Hurricane  
Tightrope  
Reverse Flip ★  
Top Thrower  
Razor Sharp  
Rip and Tear  
Heat Wave  
Trip to Death  
Trip to Heaven  
Bright Stab  
Quest for Fire  
Moonchild  
Reverse Flip ♦  
Heaven's Strike  
High Kick  
Power Destroyer  
Spinning Kick  
Middle Kick  
Round Kick  
Boomerang Kick  
Reverse Boomerang Kick  
Cut Grass  
Rocket Launcher  
Moon Crusher  
Earth Crusher  
High Hoops  
X-Strike  
Split-U-In-Two  
Silent Step  
Razor Edge ★  
Firefly's Tail ★  
Firebird Flap ★  
Twin Hopper ★  
Razor Edge  
Firefly's Tail  
Firebird Flap  
Twin Hopper  
Sliding Kick  
Jail Breaker  
Steel Avalanche  
Dark-Sided Attack  
Foot Stomp  
Atomic Blast  
Chasing Victims  
Steel Explosion

### CERVANTES

Players skilled enough to vanquish all other challengers must face the one-eyed pirate, Cervantes—possessor of the soul-stealing sword, Soul Blade. The battle takes place on a floating platform surrounded by abandoned ships. Once defeated, Cervantes transforms into the embodied energy of his evil sword. Anyone lucky enough to defeat Cervantes' second incarnation becomes the new owner of Soul Blade; however, possession of the

sword comes at a high cost, as many fighters' endings reveal...





# COMMAND & CONQUER

## GDI Infrastructure

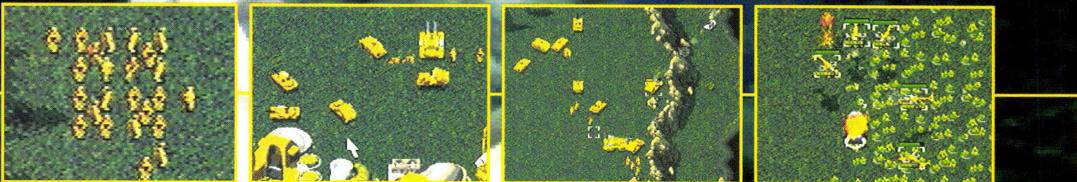
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The above list shows the building hierarchy for GDI. In order to build the structures on the right, you must first have the structure on the left. Keep in mind that you acquire the technology to build some of the structures as the game progresses, so you won't have access to all of these in the first few missions. Most importantly, you must have a construction yard to build any of the other structures, so keep it well-guarded or all will be lost.

by Dindo Perez & Joe Rybicki



Any infantry should be viewed as expendable resources. Don't be overly protective of your units; wars have been won by using a large force as a diversion while a single commando sneaks in the back door.



Tanks are so slow that they may not seem like a valuable resource. They are, however, very strong, and they'll make roadkill of enemy soldiers. Use them to defend your base.

The main advantage that GDI has over Nod is the ability to produce Grenadiers. These soldiers are faster and more powerful than the standard Minigun Infantry, and not that much more expensive to produce. In fact, other than the price, they're superior to Minigunners in every way. A group of eight or 10 of these boys will take out any enemy installation in a matter of seconds. Just watch out for enemy tanks—they won't hesitate to squish your boys flat.



# NOD Infrastructure



Nod has an advantage over GDI because of two powerful weapons that guard their bases. First, the Gun Turrets function as stationary tanks, inflicting heavy damage on small attacking groups. Since they can be repaired, they make for excellent defense. Later in the game, Nod acquires the technology to build the Obelisk of Light, an incredibly powerful laser which can vaporize troops and tanks with one shot. It requires large amounts of power, however, so guard your power plants well if you want to keep this weapon.



## CAPTURED ENEMY STRUCTURES



One of the quickest and most efficient ways to eliminate the enemy is to send an Engineer into enemy installations. When an Engineer takes over a building, it becomes yours to do with what you will. Sell it to get rid of it quickly, or keep it to increase your own strength.

If there are enemy troops around a building after you capture it, they will begin to attack. Either get rid of them first or sell the building quickly.

## NOD UNITS



Nod has an advantage with regard to their infantry strength. They begin the game with the use of powerful (albeit expensive) Rocket Soldiers and quick Recon Bikes. As the game progresses, devastating Flame Thrower Infantry, Flame Tanks and Stealth Tanks appear, units against which GDI has little defense. Beware, however, that the flame-toting units carry highly flammable ammunition for their weapons. This means that they don't just die—they explode. Group them too closely together and you'll suffer a devastating chain reaction. This will often take out some of the enemies as well, but the price is high. Still, just one Flame Thrower can inflict heavy damage on enemy troops. Position a couple of these guys at a narrow pass and watch the enemy line up for a barbecue.



**Setting up an Airfield will make it possible to fly in replacement troops and supplies via a cargo plane. Guard your airport well, however, since removing it will likely destroy your only source of reinforcements. It might be a good idea to build gun turrets to defend this Achilles Heel.**

The Rocket Soldiers are a good means of long-range attacks, and they can even be used to attack airborne enemies. They are expensive, though, so use them sparingly. It's better to strategically position these units around vital areas than to send them in to attack the enemy. Of course, if you have a surplus of funds, go for it. Your enemies will regret it.





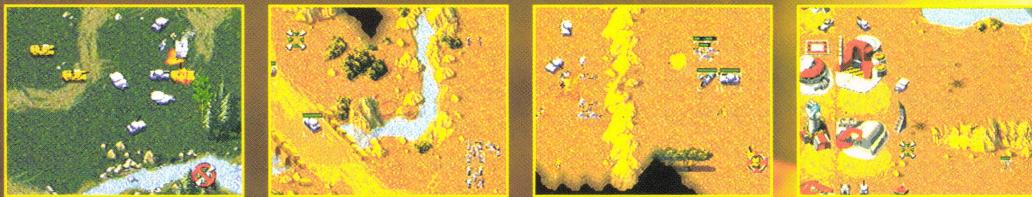
### NOD CAMPAIGN

The Brotherhood of Nod is an ancient religious terrorist organization fronted by a mysterious man known only as Kane. You begin your Nod campaign under the tutelage of Seth, Kane's right-hand man. "From God, to Kane, to Seth." He gives you the objectives for your first few missions, and even offers bits of begrudging praise until you start to gain a little too much favor from Kane. Feeling betrayed, he tries to send you on a suicide mission into the Pentagon, but Kane finds out. Congratulations on your promotion. The Nod Campaign is for those who enjoy terrorizing quiet little villages and blowing up things for fun. Set in the harsh deserts of Africa, this campaign offers plenty of opportunities to beat up on the good guys. Also, complete the entire campaign and you will be rewarded with one of four very satisfying cinemas. Many of Nod's forces are superior to GDI's, so to some people the Nod missions may seem easier. Don't get lulled into a false sense of complacency, however. Even the most powerful member of Nod's infantry has a deadly weakness, and the enemy can learn to exploit it.



### NOD Level Passwords

- 2) C99FAXXKWB
- 3) NZ300ML2G
- 4) JY2RPNB0L
- 5) W15DARSRS8
- 6) KYPBG6G0C
- 7) GTJKW0JDK
- 8) 35T1LM841
- 9) OXL36WZPT
- 10) ZLJW1FZOC
- 11) 0X3UKOP94
- 12) LF7E602PG
- 13) 7AFKYLAJ2



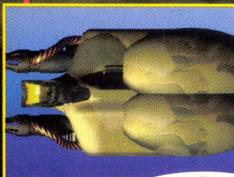
These passwords are not absolute. At the beginning of many missions, you have a choice between different areas to attack. Choosing different areas will present different passwords and slightly different missions. These all lead to the same outcome eventually, but some choices may lead to easier missions than others. Regardless of which area you choose, however, the missions get more difficult as the game progresses. Using a password to jump to a higher level will only present you with an increased challenge, so it makes sense to play through the missions in their proper sequence, building your skills as you go along. The bottom line here is, use these passwords only when absolutely necessary.

### SPECIAL OPS / SPECIAL PASSWORD

- 1) 0LXRXJ0Y5
- 2) KJKLCJ39T
- SP) COVERTOPS

The PlayStation version of this game includes "Special Operations," two new Nod missions not found on the PC version. Also, upon completion of the game, players are awarded with a "Special Password." This gives players instant access to all of the "Covert Operations," a series of extremely difficult missions for those who have mastered the initial levels.

As the game progresses, players will gain the ability to use and manufacture new technologies. One of the most useful of these is the Flame Tank, a vehicle which can plow through enemy infantry with incredible ease. Beware: Like the Flame Throwers, these are highly combustible.



Flame Tank

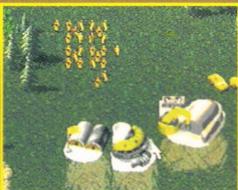


# COMMAND & CONQUER

## GDI CAMPAIGN

The Global Defense Initiative is a worldwide organization devoted to opposing and eliminating terrorist groups wherever they arise. Having only recently learned of the existence of the ultra-secret Brotherhood of Nod, they have launched a full-scale offensive against the group. General Sheppard will brief you on your first few missions before he goes into heavy negotiations with the U.N., and from there you will receive help from field commander Carter and airborne commander Morelli. If it helps, you can consider yourself fighting for Truth, Justice and the American Way. Unfortunately, you'll also be fighting against the often-superior firepower of the Nod forces. Remember that some of their most powerful weapons—especially the Flame Throwers and Flame Tanks—are susceptible to simple, straightforward attacks. Take out one with a grenade when they're close together and you'll very likely eliminate the entire group. Throughout the campaign, remember that troops are much easier to replace than vehicles, and buildings are the hardest of all. Use your infantry liberally and your vehicles sparingly and you are sure to succeed.

## GDI Level Passwords



Like in the Nod missions, these passwords are not absolute. You may find an easier path to victory than these passwords will present you.

OK, we'll even give you a freebie: In Mission Six, some interference in communications renders your mission objectives unclear. You know you're supposed to take out an enemy building, but it isn't clear which one. If you hit the right one, you will jump to Mission

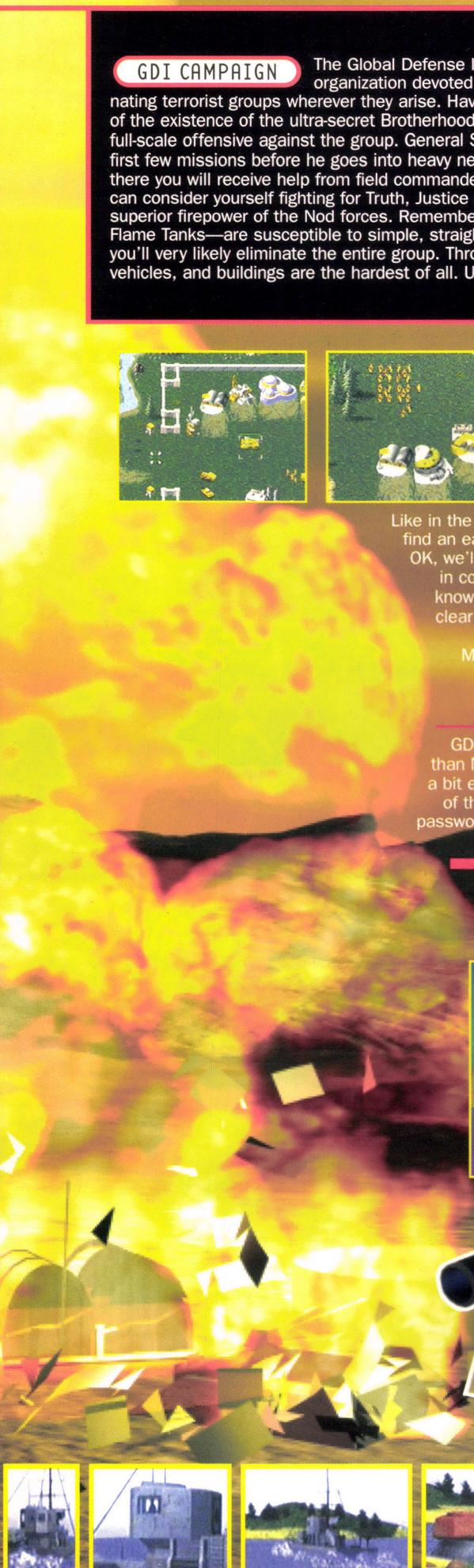
Eight: destroy any other building and you'll find yourself in Mission Seven. So which is the right one? Keep this in mind: Your objective is to cut off Nod's source of supplies. Read carefully and you'll find the answer in this very guide.

- 2) 04XFOOP3W
- 3) MXWIABZ8Z
- 4) 0X3CR768G
- 5) W1N457LJ4
- 6) 0LXRHJZUS\*
- 7) 0X3CS3D4G
- 8) 6TJ2NBE51
- 9) CU52UP515
- 10) 8SM0GJBYE
- 11) HF2PMCR1M
- 12) EDJKLNVDYD
- 13) EDTJUJDLU
- 14) WMJQ8C0HG
- 15) GTJ2PV460

## SPECIAL OPS / SPECIAL PASSWORD

GDI has one more Special Operation than Nod, but one less Covert Op. In this case, the missions are a bit easier than their Nod counterparts. As with the Nod disc, all of the Covert Ops are accessible from the Main Menu once the password is entered. It's best not to try these until you have a few battles under your belt. They're not for the faint-hearted.

Toward the end of the GDI campaign, you will gain the use of the Mammoth Tank, a virtually unstoppable juggernaut with an impressive array of weapons. Although very slow, these are equipped with cannons and SAM missiles.



# Tricks of the trade

## Persona

### Get Chris to Join Party

1. Talk to the teacher in the room north of the entrance/exit. The teacher talks about a student going in and out of a sealed classroom on the second floor.
2. Check out the room on the second floor.
3. Talk to the student in classroom 2-1 (the one talking to Mark).
4. Go to the casino in Joy Street Mall and talk to Mark and his friends.
5. Go to the abandoned factory where you'll meet Chris.
6. Go to the Yin&Yan in Joy Street Mall and talk to Chris' mom. Answer her questions in the following manner:  
Q1) "Do you know my son, Chris?"  
A1) Yes.  
Q2) "Will you please be friends with him?"  
A2) OK.
7. Meet Chris in the road block in front of the Sebec building (after the world changes).
8. Don't allow Brad, Ellen or Alana into your party.
9. Chris joins your party after the school shifts in the "ideal" Mary's world.

### Get the Good Ending

In the Lost Forest, when you talk to Mae in order to get the compact, she asks you a series of questions. You must answer these in the following manner:

- Q1) "If I stay here, I'll be safe!"  
A1) Stop!
- Q2) "Why do you guys fight?"  
A2) For everyone.
- Q3) "Why do you live?"  
A3) For finding the answer.

## Suikoden



## Infinite Money Trick

Here's an easy solution to all of your financial woes in Suikoden. Make sure you are in the possession of 10,000 bits and travel to the town of Rockland. Once you have entered the town, talk to a woman in the main square. She will ask you if you want to play the old coin under the cup game. You will be asked to place a bet of 10, 100 or 10,000 bits. Place a bet for 10,000 bits and wait for her to shuffle the cups. When she has stopped, pick the cup on the right to find the coin. Now quit the cup game. Repeat this as many times as you want for big money!



## Destruction Derby 2

### Access All Tracks

This code will access all those tracks that you normally can't unlock, such as "Black Sail Valley," without having to compete in and complete a division. To access the tracks, using controller one, go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as: **MACSrPOO** and then hit End. You should appear at the Main Screen and the Track

Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed. You will also be able to select any of the tracks, such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

## Ten Pin Alley

### Taunt Your Opponent



In Team Play Mode, you can taunt the other players when they are up to bowl by holding L1+L2+R1+R2 simultaneously. While holding these, press the corresponding button for each taunt:

- Square=Loser!
- Circle=Miss!
- Triangle=Choke!
- X=You suck!

# Crusader: No Remorse



## Big and Small Cheats

At the Main Menu, choose "Load Game." Then pick the "Teleport to Mission" option. On the Passcode Screen, enter the word, LOSR. The game will say that you have an invalid password, but in the middle of a game, you can access two kinds of cheats.

**Small Cheats** (full health and energy): Press Square+R1.

**Big Cheats** (all weapons, useables): Press Circle+R1.

## Dark Forces



## Cheat Menu Level Passwords

In order to access the Cheat Menu, begin your game. During play, enter the code: Left, Circle, X, Right, Circle, X, Down, Circle, X. If done correctly, the Cheat Menu should appear. Now, select the options you wish to use in your game, by turning them green. For Level Skip, select the Game Won Option and then exit the menu and pause within the game. A new menu should appear with the option to advance to your Next Mission. The Level Passwords are as follows:

Level 2 - Y7B5T7S183  
Level 3 - 3WKKVVMKHWZ  
Level 4 - 9WJHBLCN00  
Level 5 - 8XKGKBKDZ1  
Level 6 - 7YBKBJFL22  
Level 7 - Y7C4L7Q193  
Level 8 - X8D3L6R2C4  
Level 9 - W9F635SZB5  
Level 10 - V1Q534T0F6  
Level 11 - NVHL4LFQ1R  
Level 12 - MYGM!KBR2S  
Level 13 - LXFN4JCSZT  
Level 14 - 205F6HJT0V

# Super Puzzle Fighter 2

## Hidden Characters

Now you can access the hidden characters in Super Puzzle Fighter 2. Just go to the Character Select Screen and highlight Morrigan. Now hold the Select button. Then follow the instructions and enter the following codes for each character as shown here:

For **Akuma** press: Down, Down, Down, Left, Left, Left and then any button.

For **Dan** press: Left, Left, Left, Down, Down, Down and then any button.

For **Devilot** press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."

For **Hsien-Ko's Paper Talisman** move the cursor to the right one square and then hit any button.

For **Anita** move the cursor to the right two squares and then hit any button. It's that easy!



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#### HYDROFOIL MODE:

Approx. height above ocean surface: 5' 5"



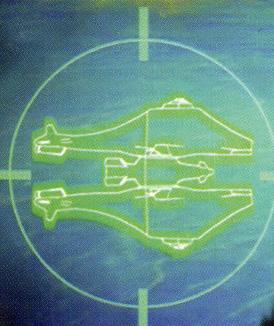
#### SURFACE WEAPONS:

- 2.75' Shrike homing missiles
- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barrels rotary cannon
- 1" Stiletto salvo rockets

**A killer submarine.  
A deadly hydrofoil.**

#### SUB-SURFACE WEAPONS:

- 2cm multiheterodyne pulse laser
- 3" EXT Disruptor sonic torpedo
- 6" Piranha heavy swarm torpedo
- 6" Mark-60 Thresher torpedo
- 6" Mark-65 Moray torpedo
- 6" Mark-68 Barracuda homing torpedo



#### SUB-SURFACE MODE:

Hull pressure resistant to 1100 meters





2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...  
COME HELL AND HIGH WATER



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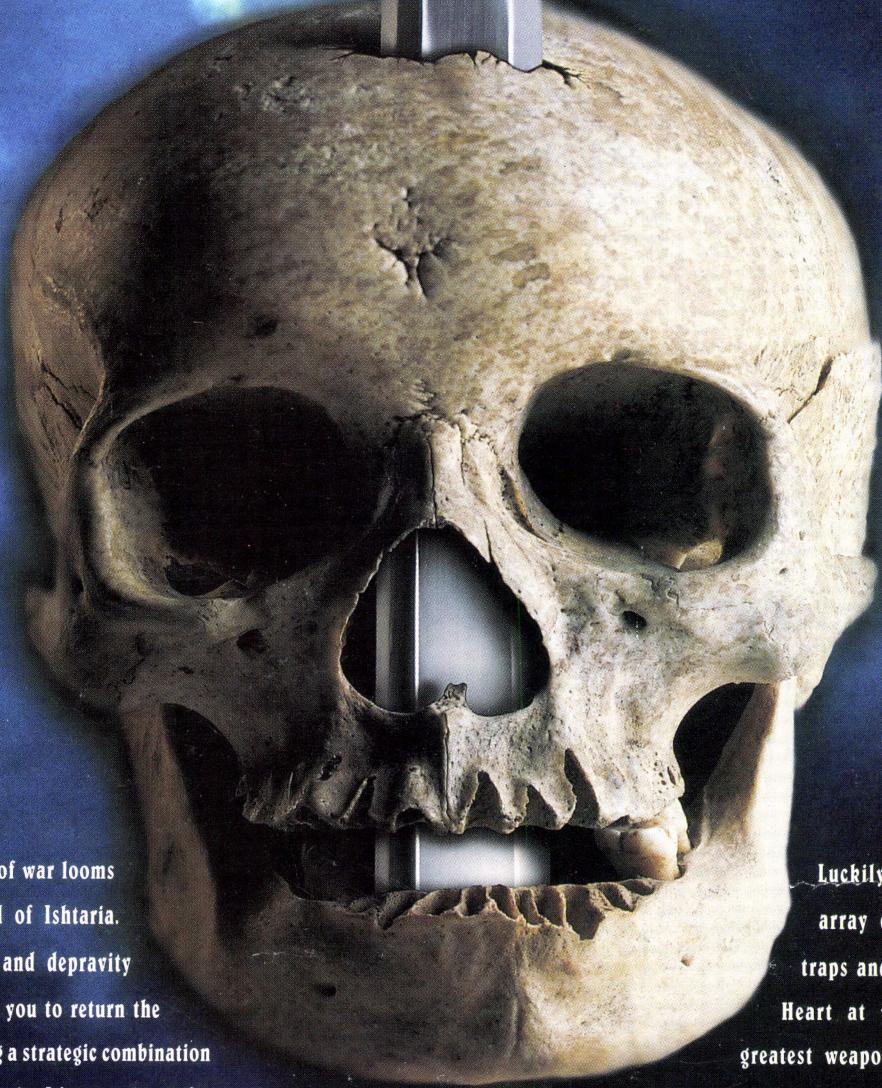
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